This has been one of my favorite assignments I have ever done in school! My initial proposal was to do a game like Flappy Bird but with my own spin on it. I wanted to have the player look like a ghost and you would tap the screen to dodge tombstones.

After working on creating my images for the player and background, I realized I was not happy with this design at all. So, I changed my game to more of a space theme where the player is dodging enemy ships and has to shoot laser beams at the enemy to destroy it and gain points.

I would like to cite this YouTube creator, Matt Heaney, (find his videos here: <https://www.youtube.com/c/MattHeaneyApps/community>) for showing me how to use SpriteKit to create a game like this. I followed 6 of his 11 videos on how to create Solo Mission to create this game.

I took inspiration from the images that he had created for his game, and then created my own version of the images using ProCreate on my iPad. I wanted the background to be more purple and pink to contrast my ship’s colors. then exported those images into XCode. I even purchased a space invader sound package so I could include the sounds for the ships exploding, the laser bullets, and my personal favorite sound: the game over robot voice.

Without further ado, I present to you, Mars Attacks:

A screenshot of a video game

Description automatically generated with medium confidence

The game layout only allows for portrait orientation. This is due to how I have the enemy ships spawning and coming in, but the user can play like this or even with their device upside down.

The user starts out with three lives, in this image I am down to 2 because I didn’t screenshot in time before I was hit. The rocket at the bottom is

Graphical user interface, application, Teams

Description automatically generated