GAME 352 - Final Project   **26/70**

Step 1:

Two options, you can continue with your game from assignment 1 pending my approval or you can create a new game.

If you create a new game, you will have to:

☐ Create a GDD for the game.

☐ Discuss the challenges of making this as a mobile game.

☐ Outline the controls

☐ Explain how you will acquire the art assets

If your are continuing your game:

☐ Flesh out your original description making a proper GDD. ✔✔

☐ If you were previously working in a group explain how your game will differ from your partners. ✔✔ - n/a no partners

☐ Bonus: continue improving the title until it passes app review by apple.

Step 2:

Migrate your code to your own repo.

☐ Create your own repo on Github and add me as a collaborator. ✔

- it can be private or public.
- just because a repo is public doesn't mean it isn't protected by copyright.

Step 3:

Incorporate the following into your game.

☐ abstraction of the games rules from the game scene - not attempted

☐ particle effects - not attempted

☐ collision detection (regular or using physics bodies) - not attempted

☐ traditional sprite animations or character animations - not attempted

- ▢ a menu using UIViewControllers & UIButtons - not attempted

- ▢ actions (SKAction) - not attempted

- ▢ abstraction - not attempted

- ▢ implementation obfuscation - not attempted

- ▢ a factory pattern - not attempted

- ▢ a delegate pattern - not attempted

- ▢ an observer pattern - not attempted

- ▢ capture user input - not attempted

- ▢ at least 1 struct - not attempted

- ▢ at least 1 enum ✔️

- ▢ proper use of inheritance ✔️

- ▢ and polymorphism - not attempted

- ▢ at least 1 protocol - not attempted

- ▢ some form of networking eg. match making, leader board, cloud saves etc. 1/2 ✔️ firebase analytics

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Step 4:

Present your game to the class; presentations will take place Week 12 and Week 13.

- ▢ Discuss any problems you ran into making the game. ✔️

- ▢ Show some code you are particularly proud of and explain it to the class. ✔️

- ▢ Showcase the final product. ✔️

Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- ▢ Efficiency - not enough to evaluate

- ▢ Maintainability / Readability - not enough to evaluate

- ▢ Structured / Architecture - not enough to evaluate

- [ ] Follows Standards ✔️

- [ ] Extensible - not enough to evaluate

- [ ] Completeness - incomplete