Tuesday, March 20, 2018

GAME 352 - Final Project 38/70

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. - not discussed
- [ ] Outline the controls - ✓
- [ ] Explain how you will acquire the art assets - not explained

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.
- [ ] 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.

bonus mark awarded for using a closure ✓

- [ ] abstraction of the games rules from the game scene - not attempted
- [ ] particle effects - 1/2 ✓commented out

- [ ] collision detection (regular or using physics bodies) ✓
- [ ] traditional sprite animations or character animations ✓ power ups
- [ ] a menu using UIViewControllers & UIButtons - 1/2 ✓ a menu but it was made in sprite kit should be made with UIKit
- [ ] actions (SKAction) ✓
- [ ] 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 ✓
- [ ] at least 1 struct - not attempted
- [ ] at least 1 enum ✓
- [ ] proper use of inheritance ✓ - note BasicGameObject ads no additional functionality
- [ ] and polymorphism - not attempted
- [ ] at least 1 protocol - no protocol
- [ ] some form of networking eg. match making, leader board, cloud saves etc. - not attempted

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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 ✓
- [ ] Maintainability / Readability x
- [ ] Structured / Architecture x
- [ ] Follows Standards ✓
- [ ] Extensible ✓
- [ ] Completeness - incomplete