

Final Project Writeup

Team Members and Roles:

Sung Choi: Game Design, Gameplay/UI Programmer

Daniel Law: Lead Programmer, Code Architect

Summary:

The main proposal was a Space Shoot-em-up that draws inspiration from games like Galaga. The new premise is that a player must launch a bomb ship to assault an enemy freighter, while enemy fighters attempt to defend it.

Gameplay

- Tap on left side of the screen to have ship fly vertically to that position.
- Auto-fire while holding tap.
- Launch label sends bombship to assault enemy freighter.
- Landscape view.

We mainly accomplished most of what we wanted to do. The game runs well and can provide a bit of entertainment. We would say that we missed out on adding some more fun features, but for a 4-week project, it is fairly polished.

What went well?:

- Source Control.
- Trade-off system during coding periods.
- Division of labor.

- Each milestone iterated to an acceptable level.

Struggles/Failures:

- Interactions for BombShip aside from attacking freighter.
- Only met once to discuss project in great detail.
- Struggled to add music.

Team Roles In-Depth:

Sung:

I worked on the following – Particle Appearance and Implementation, BombShip Behavior (Bombship Class), The Bullets Behavior (Bullet Class), Appearance of HUD, Collision Detection.

Dan:

Player, Pause System, Code Architecture, Music Integration, Particle Implementation, enemy AI, collisions, ETC.

Resources:

Textures as follows –

Bullets: <https://chrismalnu.wordpress.com/2016/02/03/required-asset-list-for-shoot-em-up/>

Bomb: <http://opengameart.org/content/tx-bullet-0>

Player: (Provided by SpriteKit Defaults)

BombShip: <http://millionthvector.blogspot.com/p/free-sprites.html>

Alien: <http://millionthvector.blogspot.com/p/free-sprites.html>

Freighter: <http://millionthvector.blogspot.com/p/free-sprites.html>

Launc Background: <http://www.gamewallpapers.us/starcraft/blue-planet>

Background: <http://spritefx.blogspot.com/2013/04/sprite-background-space.html>

Grades (Self-Evaluation):

Sung – 95

I don't think I ever fell behind on workload. I did pretty much everything I set out to accomplish. I docked myself 5 points because I felt like I could have done more with the bombship to make things more fun. It's one point of disappointment for me.

Dan – 92

While the game was completed and refined I felt as though there could have been more features and or entertaining factors to the game.