Tap It Write Up

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What we learned:

This project was more difficult than we anticipated. For starters, halfway through the semester Jason got a new Macbook preloaded with XCode 8 and Swift 3. Instead of reverting, we decided to trek ahead in Swift 3 for our project. The easiest part of our project was learning rotation and shake motion listeners, which determined if the user did the respective action and relayed that information to our model. The rest of what we learned was not so easy, but also had less to do with the mobile aspect of the project. This included all of the following: saving game high scores by writing them to a file and reading that file in; Inheritance; Using the built in Timer class; and Deploying to an iPhone for playing. The most complicated thing we learned was to manage and work simultaneous paths and then merge these paths via Github.

How much we got done versus our expectations:

We would qualify this as a successful project. We have a fully functioning and enjoyable game that utilizes much of what we learned over the course of the semester. We have 3 game modes and a tutorial, which was what we desired. Our gestures and motions are working correctly, although shake requires a rather significant shake by the user. In our pre-project presentation, we thought we may be able to add speaking into the game. This goal was never realized as we decided that the last 2 weeks would be devoted to making the game have a better user experience and to fixing bugs.

We did encounter some road blocks along the way. Specifically, Github took a while for us to figure out, but was very helpful in the long run. For a while, swiping only worked for the first person in multiplayer, but we did not find this bug until we tried to implement a replay button. This prompted us to make our Player Manager class, which gave us a bit of a detour when we thought we had finished the back end of the game. The Timer class also took some time to master, as it was new to Swift 3.

Overall, I think we set pretty high expectations, and while we didn’t necessary follow our original plan, our diversion into the front-end of our app made the game have a better overall user experience than a foray into exploring the microphone would have