

Grad Project Milestone 1

Name of App: Penguin Health

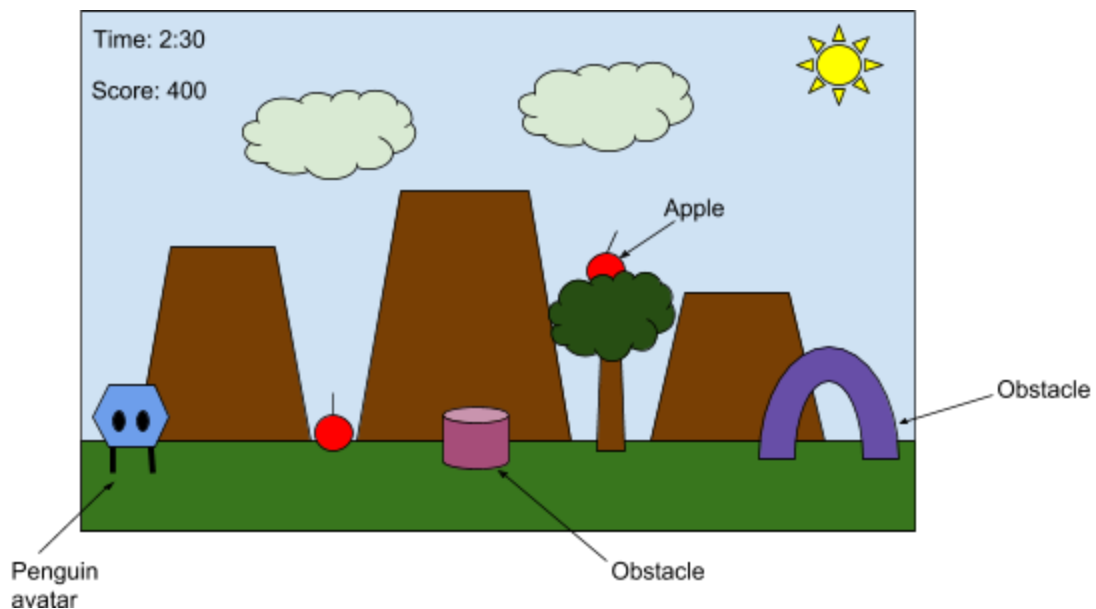
Description: A character (a penguin avatar) has to collect fruit under a certain amount of time while avoiding obstacles.

Inspiration: I have a passion for designing games that combine whimsical and simple elements . I find inspiration from games such as Space Invaders, Pac Man, and old school Mario.

Goal: The purpose of this app will be to develop a simple game using the Sprite Kit. The main goal is to become familiar with the functionality of the Sprite Kit.

Intended Audience: The intended audience for this game is anyone who enjoys games with a simple goal.

Visual Design: The app will function only on landscape mode and it will be designed for iPhones.



Resources: Since I am not too familiar with Sprite Kit, I will be using the chapter in the book as well as online tutorials. For a proof of concept (Milestone 2), I will be completing this [tutorial](#).