Milestone 2: Penguin Health

In order to familiarize myself with the Sprite Kit, I completed a simple game by following this tutorial: https://www.raywenderlich.com/145318/spritekit-swift-3-tutorial-beginners.

I may revise my app after completing the tutorial, since I am not certain I can successfully incorporate all the steps (for example, I am not sure I can incorporate the penguin moving across the scene and responding to user commands such as jump). I am planning to develop a game where the user (the penguin avatar) will throw a net to catch food. There will be fresh and rotten food flying on the screen. If the user catches fresh food, the avatar's health will increase. If the user catches rotten food, the avatar's health will decrease. The user will have to catch the food under a certain amount of time.
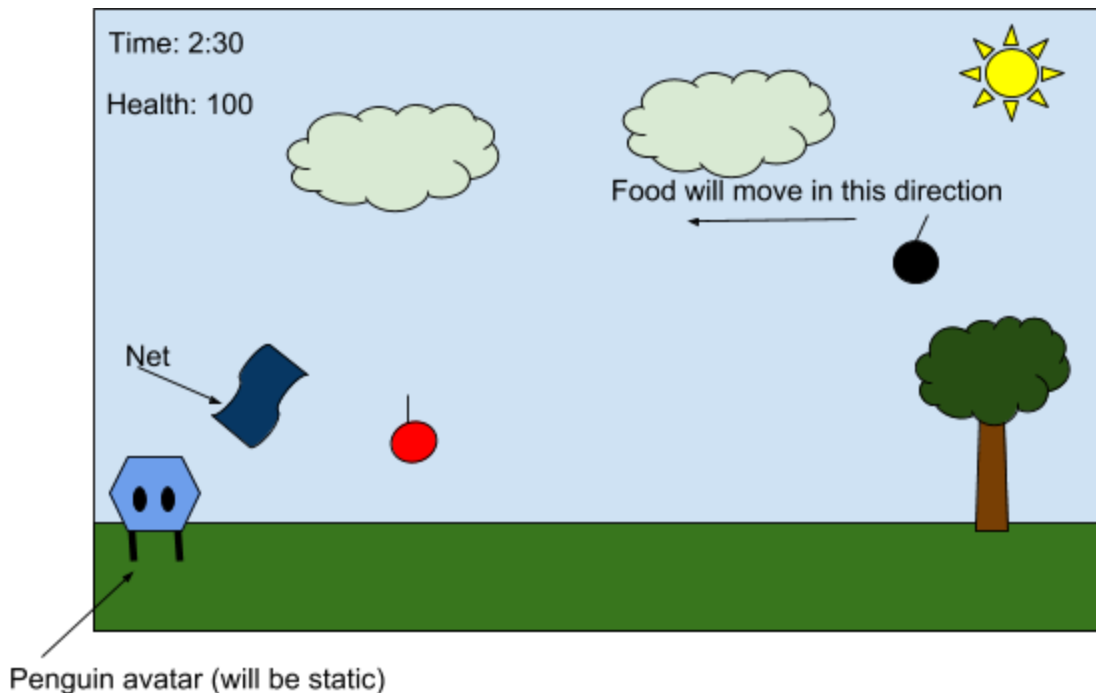
I will implement the following concepts from the tutorial into my app:
1) Adding random movement to a sprite by using SKAction
2) Incorporate basic vector math routines to create projectiles that move based on user input
3) Implement physics to detect collision between objects