COSC2659 - iOS Development
Assignment 2

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Introduce the app

League of Legends: Skinship is based on the popular MOBA game "League of Legends" from Riot Games. Its gameplay is indeed very simple: a custom skin of a random champion will be spawn in the middle of the screen, along with 4 possible answers. Player will need to pick the correct champion of which the skin being displayed belongs to.

Why do you choose that topic? Any motivation or inspiration?

League is luv League is life ¯_(ツ)_/¯

The name Skinship is actually the combination of between Skins + relationship, which is everyone's favorite part when it comes to League. By the way, Faker won't like my game.

What are the main features and extra creative features you have done? For each feature, explain briefly how you do it?

Main features

- A card-playing game with at least 4 views: SplashScreenView, HomeView, GameView, TutorialView, etc.
- Built with most recent, cutting-edge technology stacks from Apple (Swift 5.1, SwiftUI 3, iOS > 15.5).

- High score including top player's name that persists even after closing the app.
- Background music for more than 2 views.
- Sound effects when users take actions: winning, losing, result, etc.
- User interface is carefully designed to fit iPhone >= 11, also works well on iPad and Mac Catalyst.

Extra creative features

- **AppStorage**: allows users to exit totally from the app during the game without losing top player's high score. The app is intended to store the top score, not the current state of the game since it's marked as "ranked game", so it should start from the beginning, though the implementation for saving current game state should be simple using UserDefaults or the newcomer AppStorage.
- **Persistent high score and username:** player has a chance to mark their name to the high score board by beating the current top play's high score.
- **Music and Sound effects:** player can change music and adjust its volume or just mute it while enjoying the game. The game will also play proper sound effects based on the action: start a new game, choose the right vs wrong answer, announcer will make the game more interesting by telling if the player is doing great, new high score when player is able to beat the current high score, victory vs defeat sounds.
- **3D card flip animations**: the play card will flip to the right if the user gets the right answer, and to the left if the user didn't, providing an essential visual cue to the gameplay.
- **Haptic feedbacks**: along with visual and audio feedbacks, user can also feel the vibration when they play. The feedbacks are also different, depending on if the user wins or loses score.
- **Video and Design**: design is taken into the smallest details; engaging splash screen and home screen designs with background video and custom-made buttons for the game in Photoshop.
- **Two game modes: Normal vs Ranked game**.
    o Normal mode allows players to keep on playing, whereas ranked games require players to choose the correct answer in order to break the record.
    o High score function is only available in Ranked game.
    o Ranked game comes with stricter rules such as more alert to warn and prevent players from accidentally quitting the game.
- **Multiple devices supported:** the game works on iPhone, iPad an MacOS (Catalyst)
- **Cheat mode**: player can long-hold on card to display the correct answer.

Project's Github repo and Demo video

Full project (heavy projects with lots of assets): https://github.com/hoangdesu/LeagueOfLegends-Skinship-iOS

Deployed and run on iPhone 12: https://youtu.be/8ojc1XNDAZI

Any potential idea for future features you want to build for this app later on

- Multiplayer game: players can connect to a server and compete with each other.
- Time-based game: players have to score under a certain amount of time to keep on playing.
- Players can share each other information using NFC (Near Field Communication) technology.
- A skin gallery for people to browse and learn about a champion's different skins before playing.
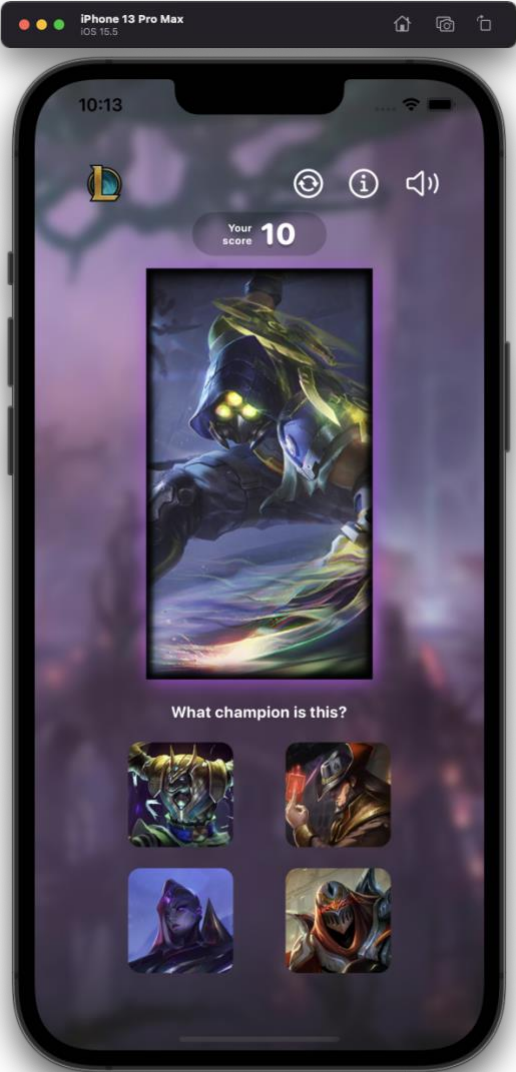
Screenshots of different views of the app
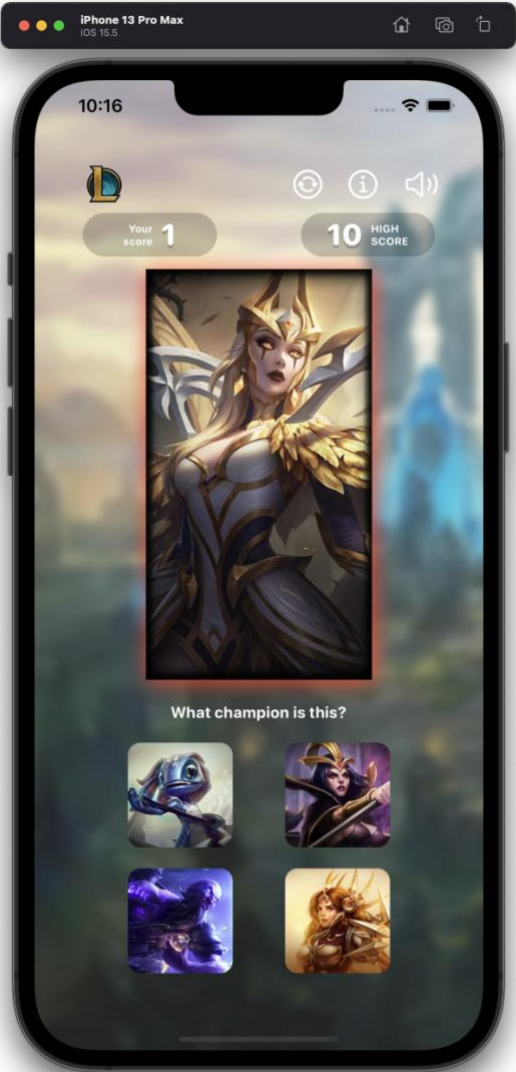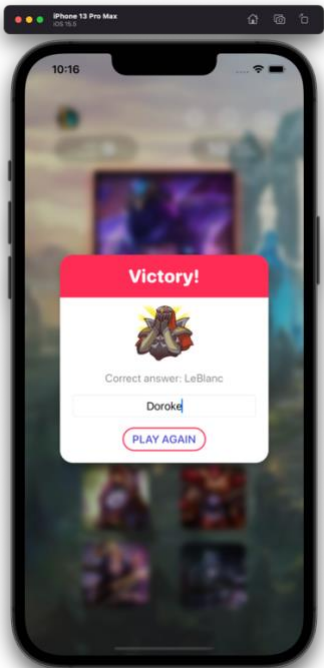
Splash screen video
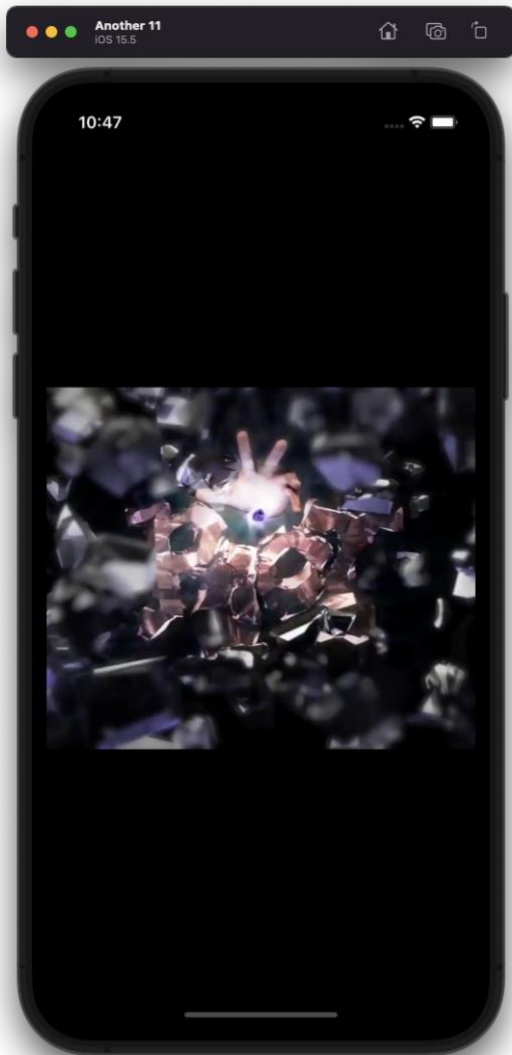
Home screen
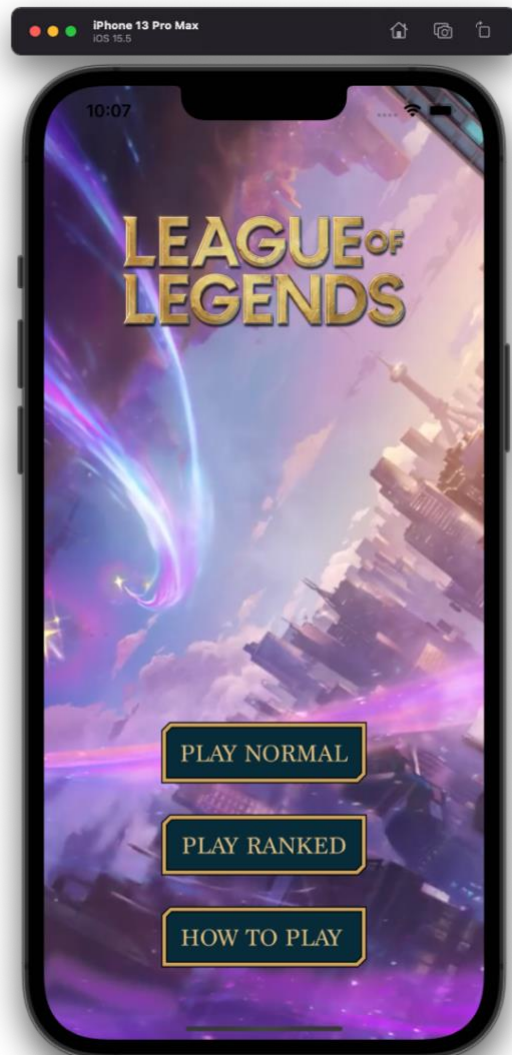
Normal game mode

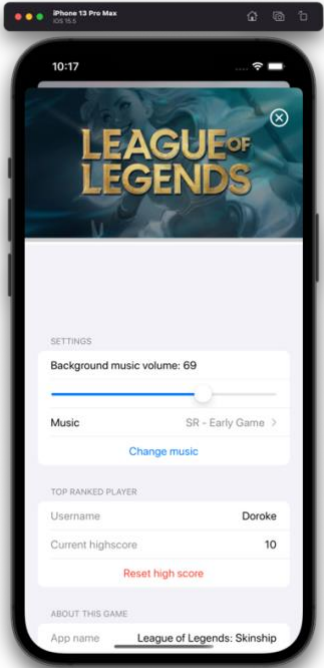**Ranked game mode**

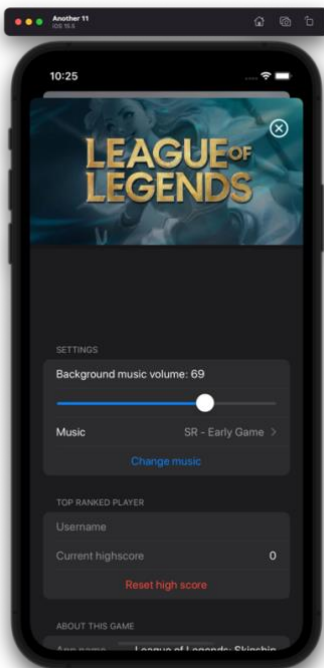**Result modal: Victory**

Result modal: Defeat
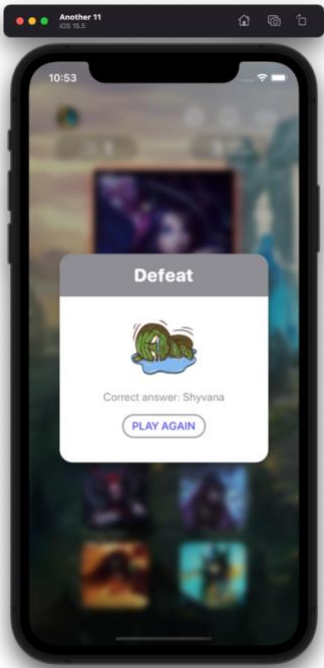
Tutorial screen
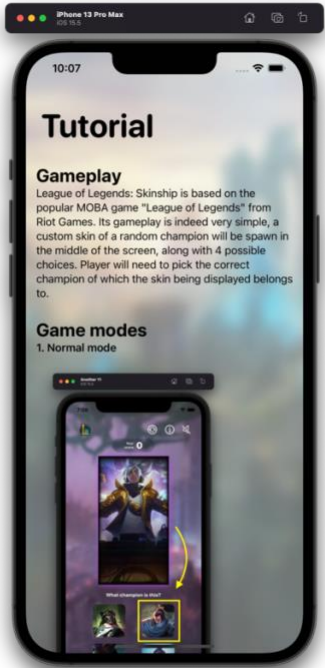
Information sheet (Light)

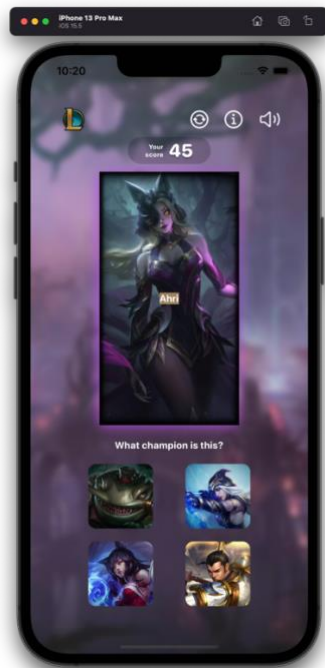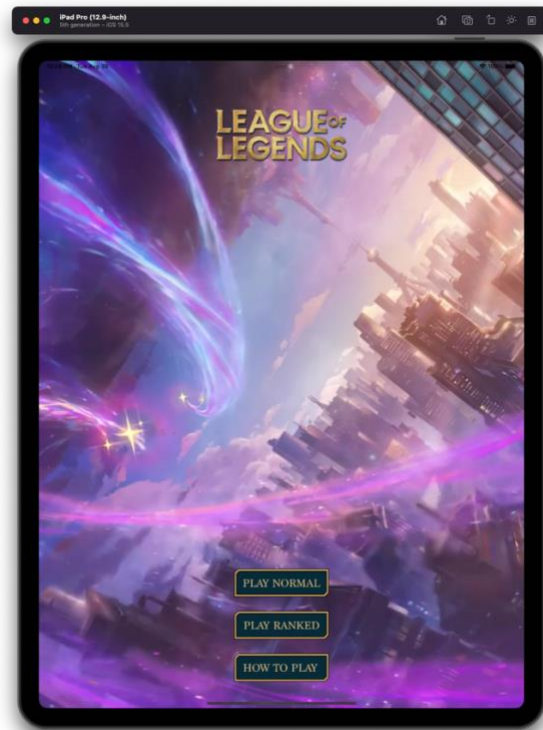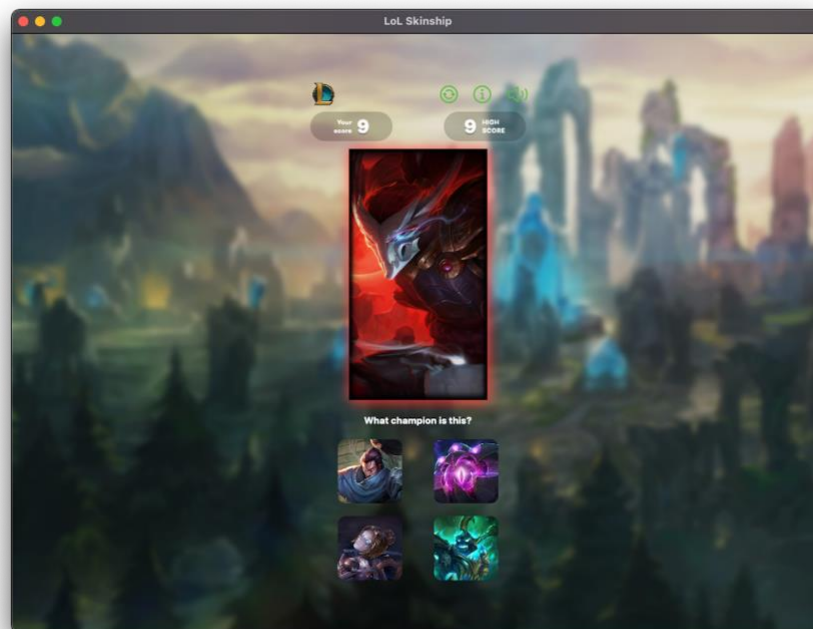**Information sheet (Dark)**

Cheat mode activated

Running on iPad Pro 12.9-inch

Running on Mac (Catalyst)

#GGWP