

# GAME 352 - Final Project

45/70

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## Step 1:

Two options, you can continue with your game from assignment 1 pending my approval or you can create a new game.

### **If you create a new game, you will have to:**

- ☐ Create a GDD for the game. ✓
- ☐ Discuss the challenges of making this as a mobile game. - not discussed
- ☐ Outline the controls ✓
- ☐ Explain how you will acquire the art assets ✓

### **If your are continuing your game:**

- ☐ Flesh out your original description making a proper GDD.
- ☐ If you were previously working in a group explain how your game will differ from your partners.
- ☐ Bonus: continue improving the title until it passes app review by apple.

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## Step 2:

Migrate your code to your own repo.

- ☐ Create your own repo on Github and add me as a collaborator. ✓
  - it can be private or public.
  - just because a repo is public doesn't mean it isn't protected by copyright.

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## Step 3:

Incorporate the following into your game.

- ☐ abstraction of the games rules from the game scene - not attempted
- ☐ particle effects ✓
- ☐ collision detection (regular or using physics bodies) ✓

- traditional sprite animations or character animations ✓
- a menu using UIViewControllers & UIButtons - menu made with SceneKit not UIKit
- actions (SKAction) ✓
- abstraction - not attempted
- implementation obfuscation - not attempted private not used
- a factory pattern - not a factory pattern
- a delegate pattern - not attempted
- an observer pattern - not attempted
- capture user input ✓
- at least 1 struct ✓
- at least 1 enum ✓
- proper use of inheritance 1/2 ✓ was looking for more than just the scenes
- and polymorphism 1/2 ✓ was looking for more than just the scenes using polymorphism
- at least 1 protocol - not attempted
- some form of networking eg. match making, leader board, cloud saves etc. ✓ ads

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#### Step 4:

Present your game to the class; presentations will take place Week 12 and Week 13.

- Discuss any problems you ran into making the game. ✓
- Show some code you are particularly proud of and explain it to the class. ✓
- Showcase the final product. ✓

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#### Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- Efficiency ✓

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- Maintainability / Readability ✓
- Structured / Architecture - game scene is massive almost 1000 lines
- Follows Standards ✓
- Extensible - not easily
- Completeness ✓