

Final Project Idea

My proposal for the final project app is to re-create Google Chrome's "Dino-Jump" web-browser game. Some of the primary features include, but not limited to UITapGestureRecognizer, CALayers, CABasicAnimation, and UIViewPropertyAnimator. The plan would be to implement the app, such that it will strictly play/display within landscape mode.

The gameplay would be simple. The background view will be horizontally scrolling, with random obstacles/cactus popping into view. In order for the user to avoid the obstacle, the user may tap the screen in order to initiate a jump animation. A counter will be displayed and keeping track of the current user score. The score may either time total time of survival, or number of obstacles the user has jumped over (I have not decided which one specifically yet).

The app would utilize CGRect's intersect method in order to determine whether the user has "crashed" into an obstacle, and therefore end the current game.

Although this app already exists in the app store, I figured it would be an extremely fun and interesting app to figure out how to implement. Something that I would consider adding would be to include background music during gameplay (which users would be able to toggle on/off).

Given more time, another idea would be to allow users to have freedom on selecting background music. This could be done using a third party api, which would shuffle music based on some user-selected genre. Additionally, it would be neat to somehow cache the current high score and/or keep a running top-performance record.