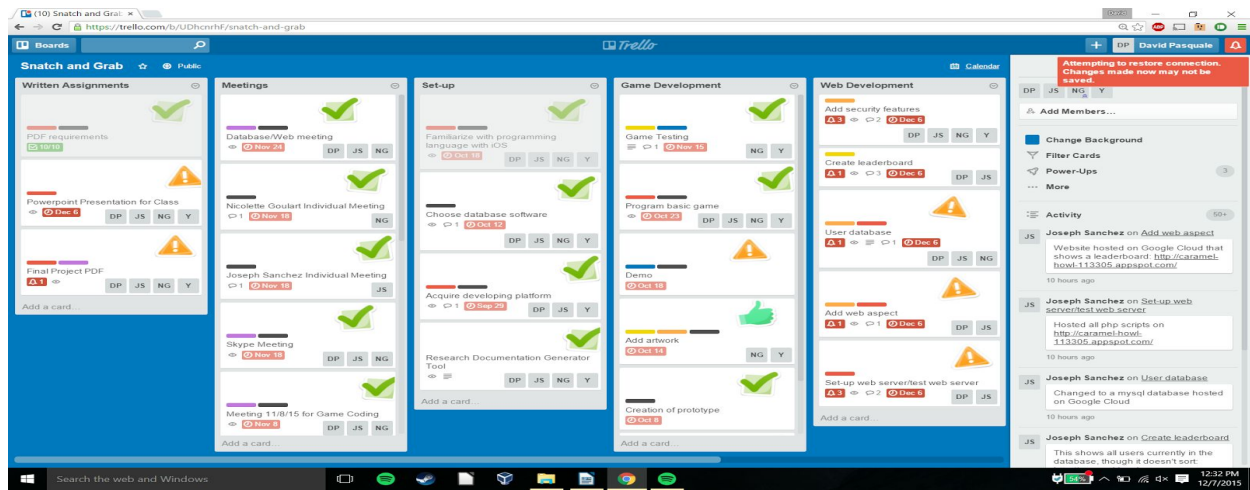


Title: Snatch N' Grab

Who: Nicolette Goulart
David Pasquale
Yadira Valadez
Joseph Sanchez

Project Tracker:

<https://trello.com/b/UDhcnrhF/snatch-and-grab>



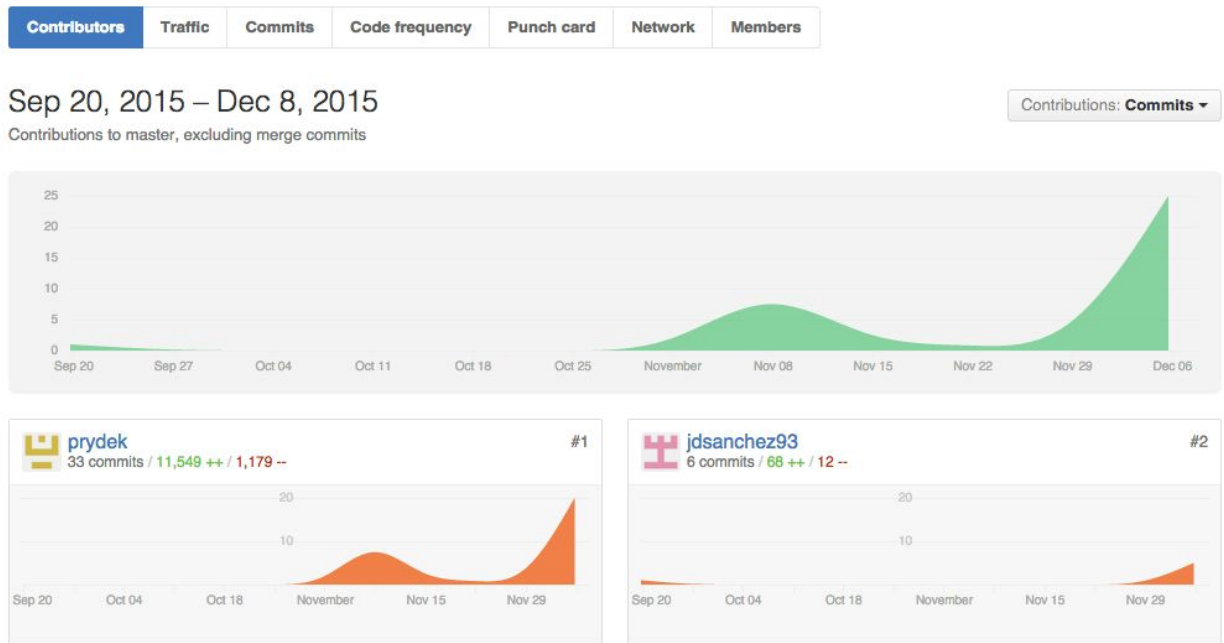
Video:

<https://youtu.be/X-CIIYU3hFk>

VCS:

<https://github.com/jdsanchez93/CSCI-3308>

Contributions:



Deployment (Guide to download and run project):

1. Ensure you have access to Xcode (this was developed on version 6.4)
 - * Mac users, just download Xcode
 - * Windows and Linux: Find a way to access an OSX environment. If you really want an OSX enviroment, here is a place to start: <https://www.youtube.com/watch?v=DYMEb0ZCfes>
2. Clone the repo;
3. Start up Xcode and open the following project: `./Snatch/Snatch.Xcodeproj`
4. Change the OS simulator to "iPhone 4s" by clicking the icon labeled "Snatch" at the top of the Xcode window (immediately to the right of the stop button) and scrolling to "iPhone 4s".
4. Press the play button in the upper left corner

*If you get a pathing error involving MazeType1.tmx, open a terminal and cd to the parent directory of the repository clone (i.e. if CSCI-3308 is located in Desktop/CSCI-3308, cd Desktop)

*Then type the following unix commands:

```
mkdir Downloads
cd Downloads
mkdir Maze_Game_Assets
cd ../
cp CSCI-3308/Snatch/Snatch/MazeType1.tmx Downloads/Maze_Game_Assets/MazeType1.tmx
```

5. Once the simulation starts, you are ready to play. Use your mouse to emulate swipe controls by clicking and dragging in the desired direction

Auto-Doc:

Xcode does allow for its own semi-auto documentation which can be viewed by alt-clicking on an item in Xcode. This can be viewed in the quick help toolbar. However, it does not allow for export to pdf or html.

VVDocemeter and attempted to use Doxygen, Headerdoc, Appledoc and Jazzy, however none of these were able to create the html or pdf file, the code is commented thoroughly for future use likely with appledoc. The files that were generated by appledoc are included in the git repository.