SNATCH N' GRAB

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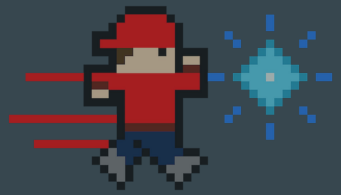
Goals



Create an easy to pick up, fast paced game where you compete with your friends to get the high score.

Vision Statement: Bring people together competitively through a mobile game.

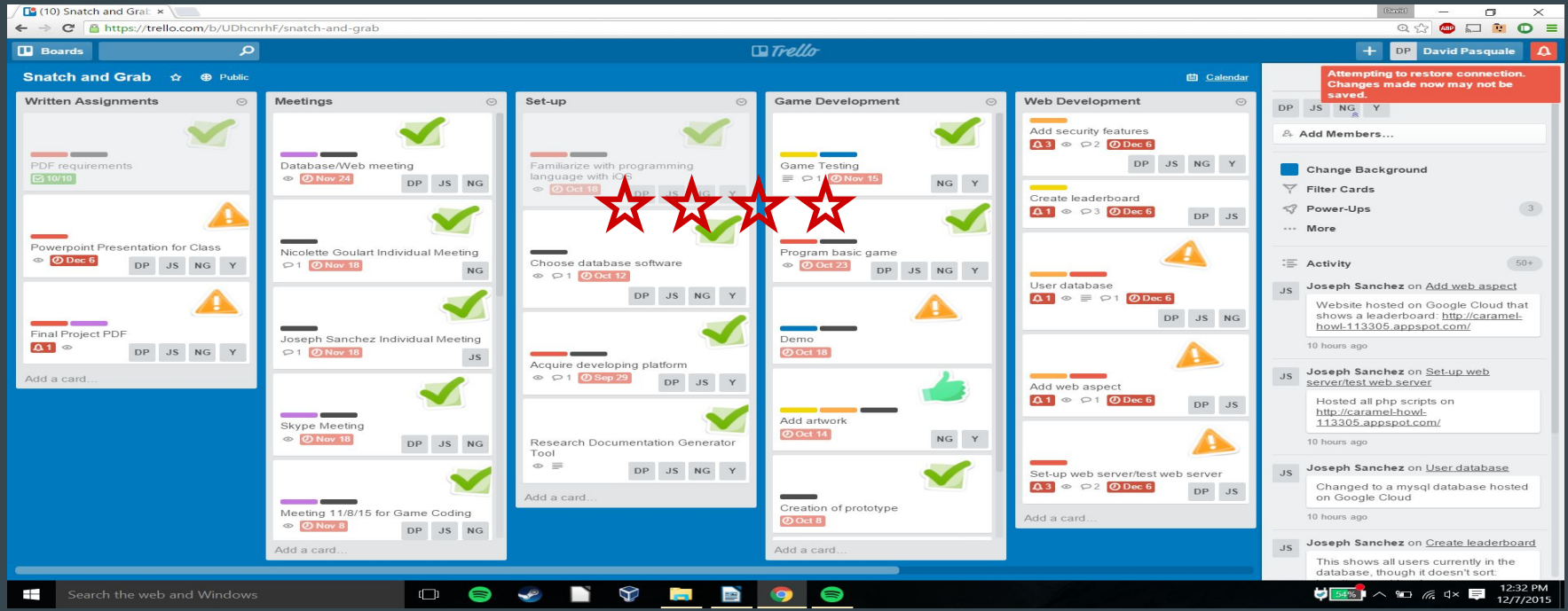
Goal: To learn how to create an app in iOS using Swift

Methodologies

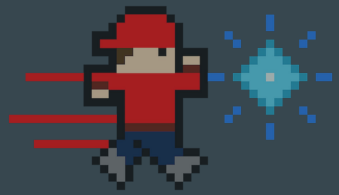
Agile	Pair Programming	Peer Code Reviews	Stand-up Meetings
☆ ☆ ☆ ☆ ☆	☆ ☆ ☆ ☆ ☆	☆ ☆ ☆ ☆	☆ ☆ ☆ ☆
		People code very differently	Difficult to coordinate

Project Tracker: Trello

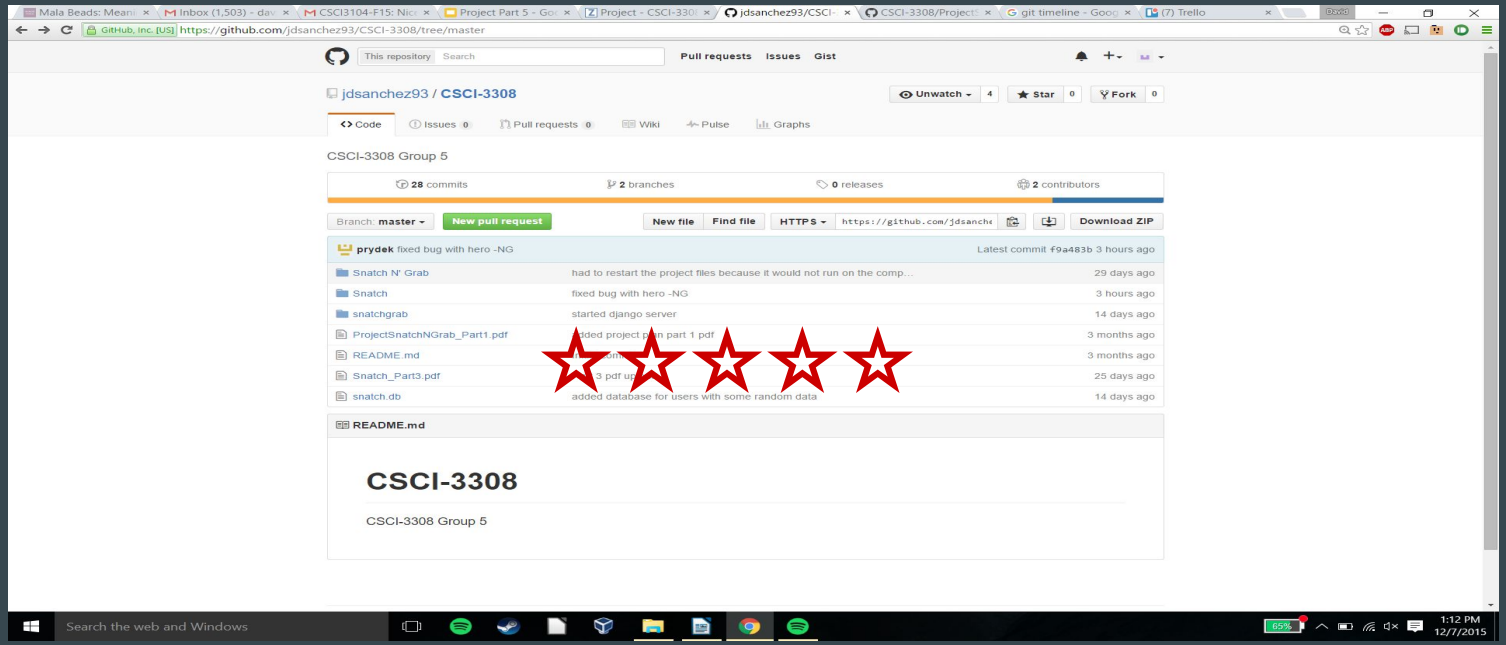
Useful for staying on schedule, timeline's get messy in lists.



GitHub

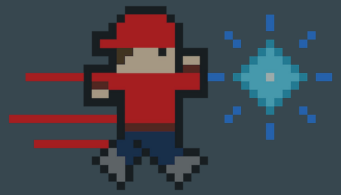


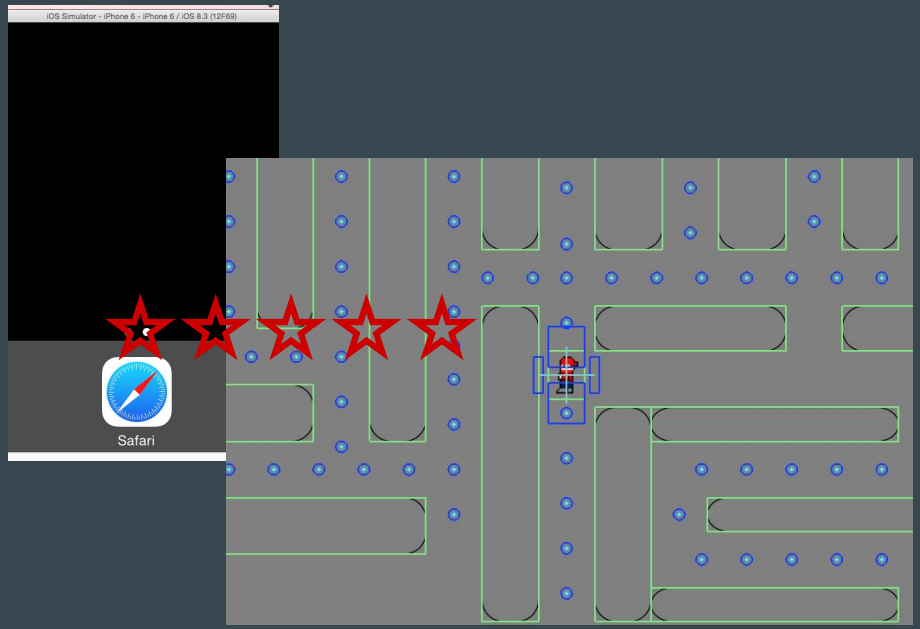
Great version control software, easy to get the new version of the code.

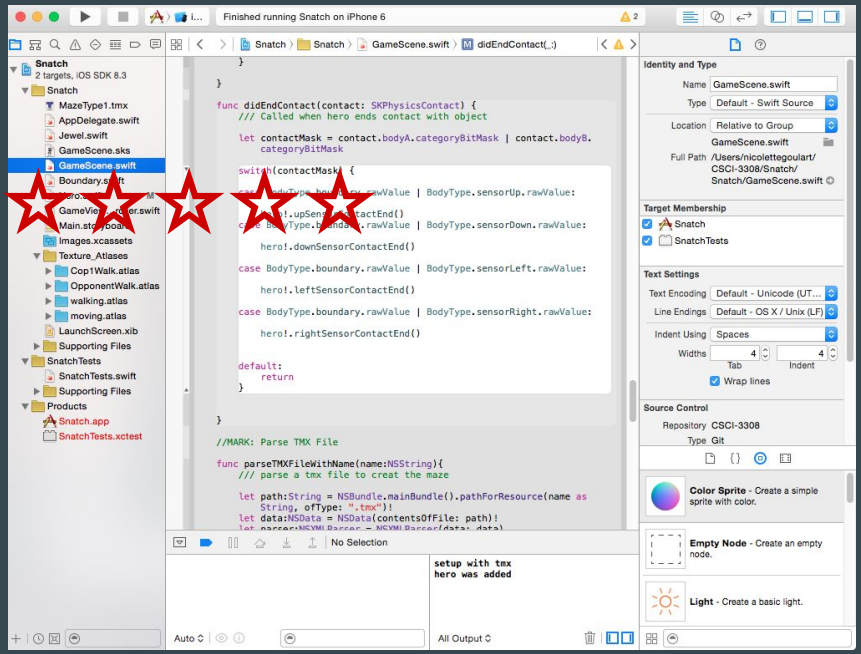


iOS Development Environment

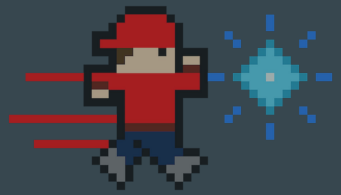
Xcode

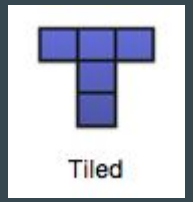






TILED

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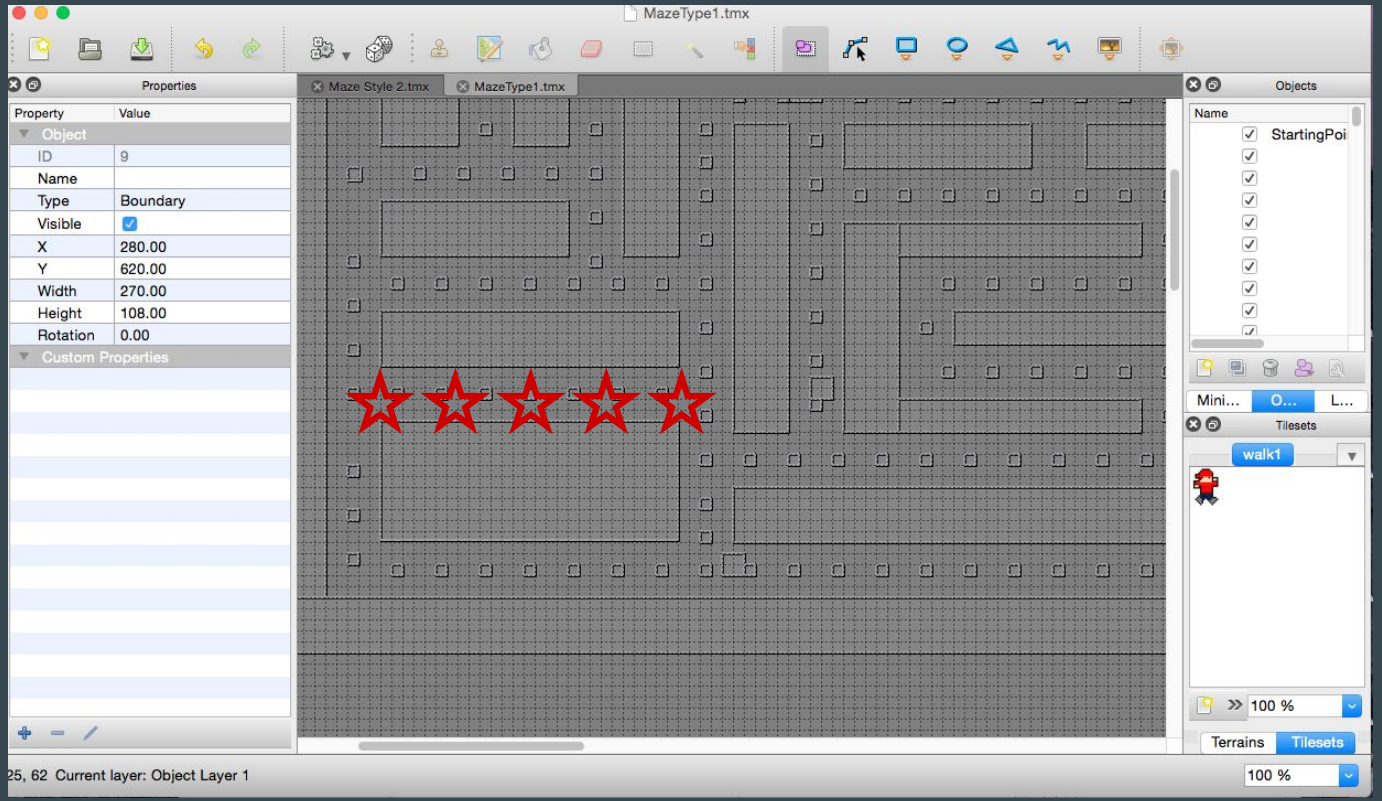
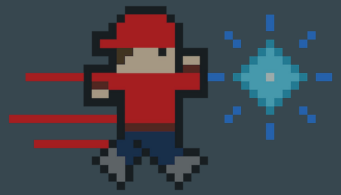

MazeType1.tmx
Properties
Property
Value
Object
ID
9
Name
Type
Boundary
Visible
X
280.00
Y
620.00
Width
270.00
Height
108.00
Rotation
0.00
Custom Properties
Maze Style 2.tmx
MazeType1.tmx
Objects
Name
StartingPoi
Mini...
O...
L...
Tilesets
walk1
100 %
Terrains
Tilesets
25, 62 Current layer: Object Layer 1
100 %

VVDocumenter

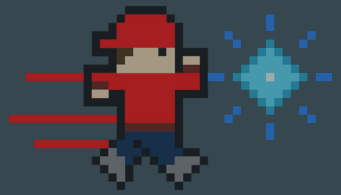


```
/**
 *  Description
 *
 *  @param  contents    contents description
 *  @param  typeName    typeName description
 *  @param  outError    outError description
 *
 *  @return return value description
 */
- (BOOL)loadFromContents:(id)contents ofType:(NSString *)typeName
                   error:(NSError **)outError
{

    if ([contents length] > 0) {
        self.noteContent = [[NSString alloc]
                            initWithBytes:[contents bytes]
                            length:[contents length]
                            encoding:NSUTF8StringEncoding];
```

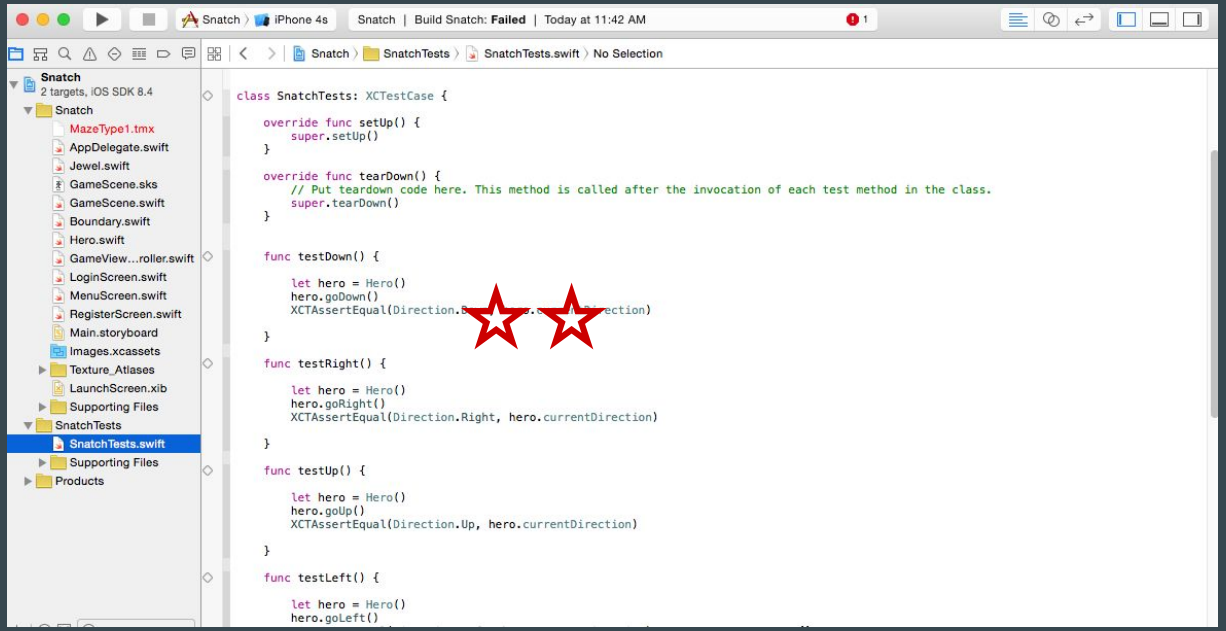
```
static var searchBundle: NSBundle = NSBundle.mainBundle()

/**
Description

- parameter frames:      frames description
- parameter size:        size description
- parameter scale:       scale description
- parameter bitDepth:    bitDepth description
- parameter repeatCount: repeatCount description
- parameter hidden:      hidden description

- returns: return value description
*/
init(frames: [Frame], size: CGSize, scale: CGFloat, bitDepth: Int, repeatCount: Int, firstFrame
    self.frames = frames
    self.internalSize = size
    self.scale = scale
    self.bitDepth = bitDepth
    self.repeatCount = repeatCount
    self.firstFrameHidden = hidden
```

Swift does not support auto-documenting

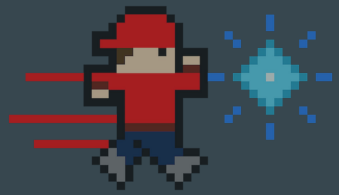
TESTING



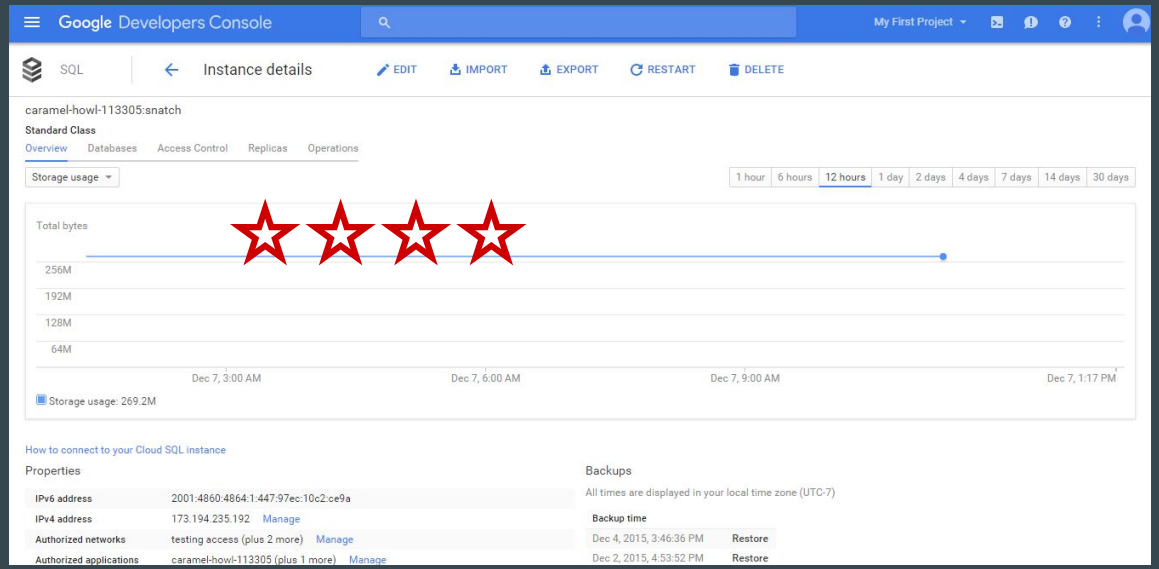
XCode has built in testing: hard to use.



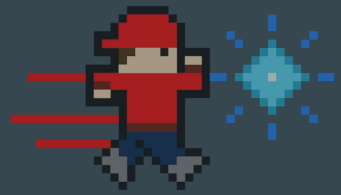
GOOGLE CLOUD MYSQL



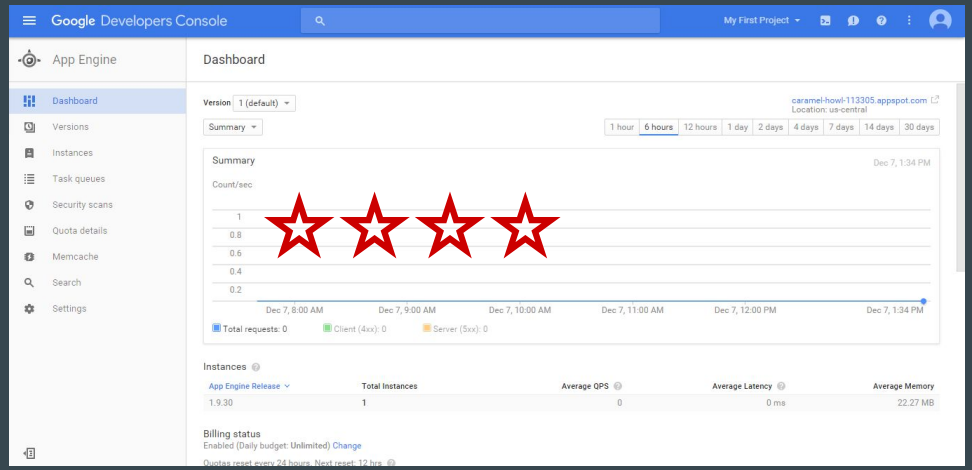
Functional, but difficult to integrate into app



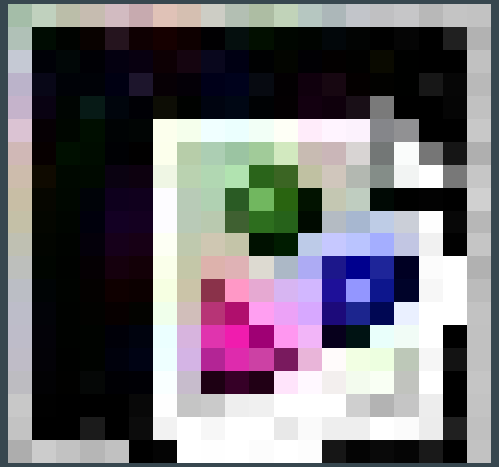
GOOGLE APP ENGINE



Hosts php scripts that access the database; surprisingly difficult to connect with Google MySQL



CHALLENGES

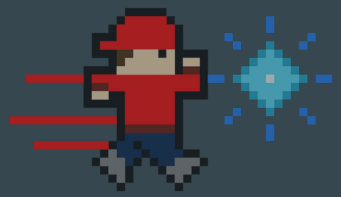


Finding time to meet together; different schedules.

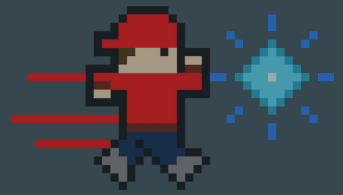
Learning a new language and IDE.

Programming in iOS on Windows computer.

Completing the project in time.



MITIGATION STRATEGIES



If we were unable to meet in person, used Google Hangouts.

Used online resources to overcome confounding programming tasks.

Pair program to work efficiently and with minimal errors.

Use Trello to ensure tasks were completed in time.

GAME DEMO

THANK YOU!