GAME 352 - Final Project   58/70

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.

☐ 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. ✔ x   one of two points possible

☐ If you were previously working in a group explain how your game will differ from your partners. - x x GDD does not reflect final product

☐ Bonus: continue improving the title until it passes app review by apple.

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.

Step 3:

Incorporate the following into your game.

☐ abstraction of the games rules from the game scene - ✔ if you made GameManager a template class or a protocol it would be better representation of abstraction.

☐ particle effects - none used

- ☑ collision detection (regular or using physics bodies) ✔️

- ☑ traditional sprite animations or character animations ✔️

- ☑ a menu using UIViewControllers & UIButtons - no menu

- ☑ actions (SKAction) ✔️

- ☑ abstraction ✔️

- ☑ implementation obfuscation ✔️

- ☑ a factory pattern ✔️

- ☑ a delegate pattern - ✔️ weak var game scene in game manager

- ☑ an observer pattern - not attempted

- ☑ capture user input ✔️

- ☑ at least 1 struct ✔️

- ☑ at least 1 enum ✔️

- ☑ proper use of inheritance ✔️

- ☑ and polymorphism ✔️

- ☑ at least 1 protocol ✔️

- ☑ some form of networking eg. match making, leader board, cloud saves - 1/2 ✔️ fire base analytics

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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. ✔️

Step 5:

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

- ☐ Efficiency ✔

- ☐ Maintainability / Readability 1/2 ✔ use a switch statement if an if else if statement is has more than 3 cases.

- ☐ Structured / Architecture ✔

- ☐ Follows Standards ✔

- ☐ Extensible ✔

- ☐ Completeness ✔