

# 3Set

## An iOS Game Of Mixing & Matching

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## Gameplay:

- A deck of 81 cards
- Each card has 4 attributes
- Each attribute has 3 possible values

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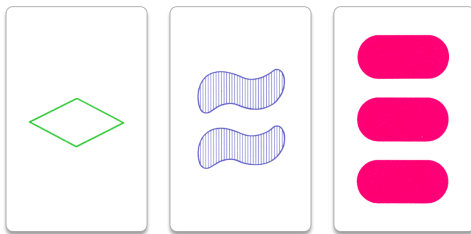
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- Create a *set* of 3 cards, such that for each attribute, the values are either all the same or all different.
- There are about 12 cards shown at given time.
- Any number of players.



# Set As An App

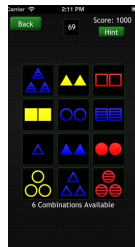
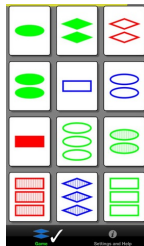
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# Game Requirements

## Essential:

- Free and functional
- Clutter-free gameplay
- Control over gameplay
- True to the original

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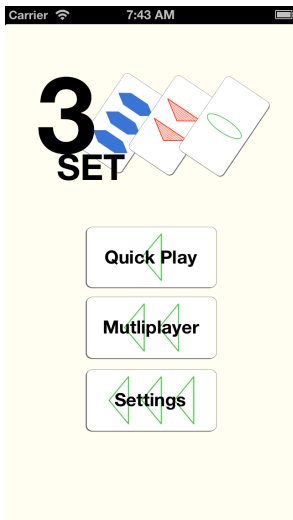
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## It would be cool if:

- Player statistics
- Multiplayer on a single device
- Multiplayer on peer-to-peer network

# Demo



# Back-End Overview

## Objective-C:

- View-ViewController-Model Paradigm
- Views can be designed with Storyboard editor

# Back-End Overview

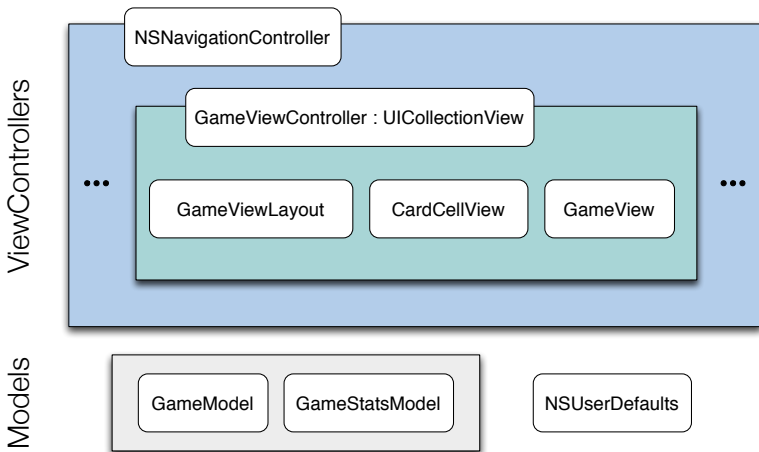
## Objective-C:

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- Views can be designed with Storyboard editor

## Design Challenges:

- Dynamic grid with resizing, rearranging cards
- Managing images efficiently

# Back-End Overview



# Future Work

## Surface Changes:

- Modify artwork for clarity
- Deal-in animations
- Additional settings options



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- Additional settings options

## Additional Features:

- Multiplayer on one device
- Game Center integration
- Generalized n-Set