

GAME 352 - Final Project

56.5/70

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. ✓✓
- ☐ If you were previously working in a group explain how your game will differ from your partners. ✓✓ n/a worked solo
- ☐ 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. - used my repo
 - 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 - not attempted
- ☐ particle effects - not attempted
- ☐ collision detection (regular or using physics bodies) ✓
- ☐ traditional sprite animations or character animations ✓

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- a menu using UIViewControllers & UIButtons - menu made in SpriteKit not UIKit
- actions (SKAction) ✓
- abstraction ✓ linked list is templated ✓
- implementation obfuscation ✓
- a factory pattern ✓
- a delegate pattern ✓
- an observer pattern - not attempted
- capture user input ✓
- at least 1 struct - not attempted
- at least 1 enum ✓
- proper use of inheritance ✓
- and polymorphism ✓
- at least 1 protocol - not attempted
- some form of networking eg. match making, leader board, cloud saves etc. ✓ firebase db

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 1/2 ✓ you can use the scene graph to call update on all nodes

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- Maintainability / Readability ✓
- Structured / Architecture 1/2 ✓ too much going on in gamePlayScene could of made a class to handle the UI
- Follows Standards ✓
- Extensible ✓
- Completeness ✓