GAME 352 - Final Project   **36/70**

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. - not discussed

- ☐ Outline the controls ✔️

- ☐ Explain how you will acquire the art assets - not explained

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.

- ☐ 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 old 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 ✔️

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

- ☐ traditional sprite animations or character animations - not attempted

- [ ] a menu using UIViewControllers & UIButtons - menu made in SpriteKit not UIKit

- [ ] actions (SKAction) ✔️

- [ ] abstraction - not attempted

- [ ] implementation obfuscation - nothing private

- [ ] a factory pattern - not attempted

- [ ] a delegate pattern - 1/2 ✔️ implementation of physics contact delegate

- [ ] an observer pattern - not attempted

- [ ] capture user input ✔️

- [ ] at least 1 struct - no structs

- [ ] at least 1 enum - no enum

- [ ] proper use of inheritance ✔️

- [ ] and polymorphism ✔️

- [ ] at least 1 protocol - no protocols

- [ ] some form of networking eg. match making, leader board, cloud saves etc. - not attempted

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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 ✔️ game scene is cluttered

- Structured / Architecture 1/2 ✔️

- Follows Standards ✔️

- Extensible 1/2 ✔️ not easily

- Completeness ✔️