GAME 352 - Final Project   **38/70**

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. - no GDD in readme.md

◻ Discuss the challenges of making this as a mobile game. - n/a cant find GDD

◻ Outline the controls - n/a cant find GDD

◻ Explain how you will acquire the art assets - n/a cant find GDD

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. ✔️

- 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) - ✔️ yes regular

◻ traditional sprite animations or character animations - ✔️

- ☐ a menu using UIViewControllers & UIButtons - not attempted

- ☐ actions (SKAction) - ✔️

- ☐ abstraction - not attempted

- ☐ implementation obfuscation - not attempted

- ☐ a factory pattern - ✔️

- ☐ a delegate pattern - used a delegate but didn't make one

- ☐ an observer pattern - not attempted

- ☐ capture user input - ✔️

- ☐ at least 1 struct - ✔️

- ☐ at least 1 enum - ✔️

- ☐ proper use of inheritance - ✔️ giving this mark but really enemy hardly adds anything to SKSpriteNode

- ☐ and polymorphism - not really, you still check all the different kinds of enemies individually

- ☐ at least 1 protocol - ✔️

- ☐ some form of networking eg. match making, leader board, cloud saves - 1/2 analytics but no db

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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 - ✔️

- ☐ Structured / Architecture - looping through each knights array/ swordsmen array /etc isn't necessary and would of been a good place to use polymorphism. 1 loops vs 3 loops

- ☐ Follows Standards - ✔️

- ☐ Extensible - not particularly

- ☐ Completeness - missing menus