Game Screenshots
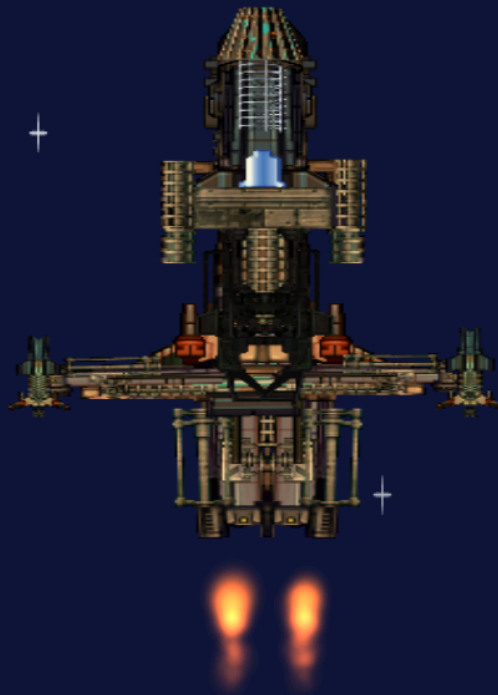
Cosmic Sweeper

Touch to begin the game

Highest score: 10

Score: 10

iPhone 6 - iPhone 6 / iOS 9.3 (13E230)

Game Over

Tap to begin the game again!

Score: 140

Game UML Diagrams

Cosmic Sweeper

Patient

Play Game
extension points
Move Spaceship Up
Move SpaceShip Left

Save Score

<<Include>>

Start A New Game

<<Extend>>

<<Extend>>

View Game Score

<<Extend>>

Move Spaceship Up

<<Extend>>

Move SpaceShip Left

Exit Game

NSUseerDefaults

Move SpaceShip Left

Move SpaceShip Right

Move Spaceship Up

```
  ●  ──────▶  User Opens Game  ──────▶  IntroScene Loaded  ──────▶  User tabs
                                                                     the screen
                                                                          │
                                                                          ▼
                                                                  GameScene Loaded
                                                                          │
                                                                          ▼
                                                                 User moves spaceship
                                                                          │
                                                                          ▼
                                                              User targets meteorites
                                             ┌──────────────────────┼──────────────────────┐
                                             ▼                      ◆                      ▼
                                       Meteorite  ◀──────────────  ◆  ──────────────▶  Meteorite
                                        missed                                          Destroyed
                                             │                      │                      │
                                             ▼                      │                      ▼
                                    No Change to User Score         │             Increase User Score by 10
                                                                    ▼
                                                          Meteorite hits Spaceship
                                                                    │
                                                                    ▼
                                                                Game Over
                                                                    │  Check if total user score higher the previous one
                                                                    ▼                    Yes
                                                                    ◆ ──────────────▶  Save User Score
                                                                    │                  to NSUserDeafults
                                                                    │ No
                                                                    ▼
                                                          User Score Remain Same
                                                                                    User exits the Game
                                                                                            ◆
                                                                            No          /       \
                                                          User tabs on the screen              Yes
                                                                                                 ▼
                                                                                                 ●
```
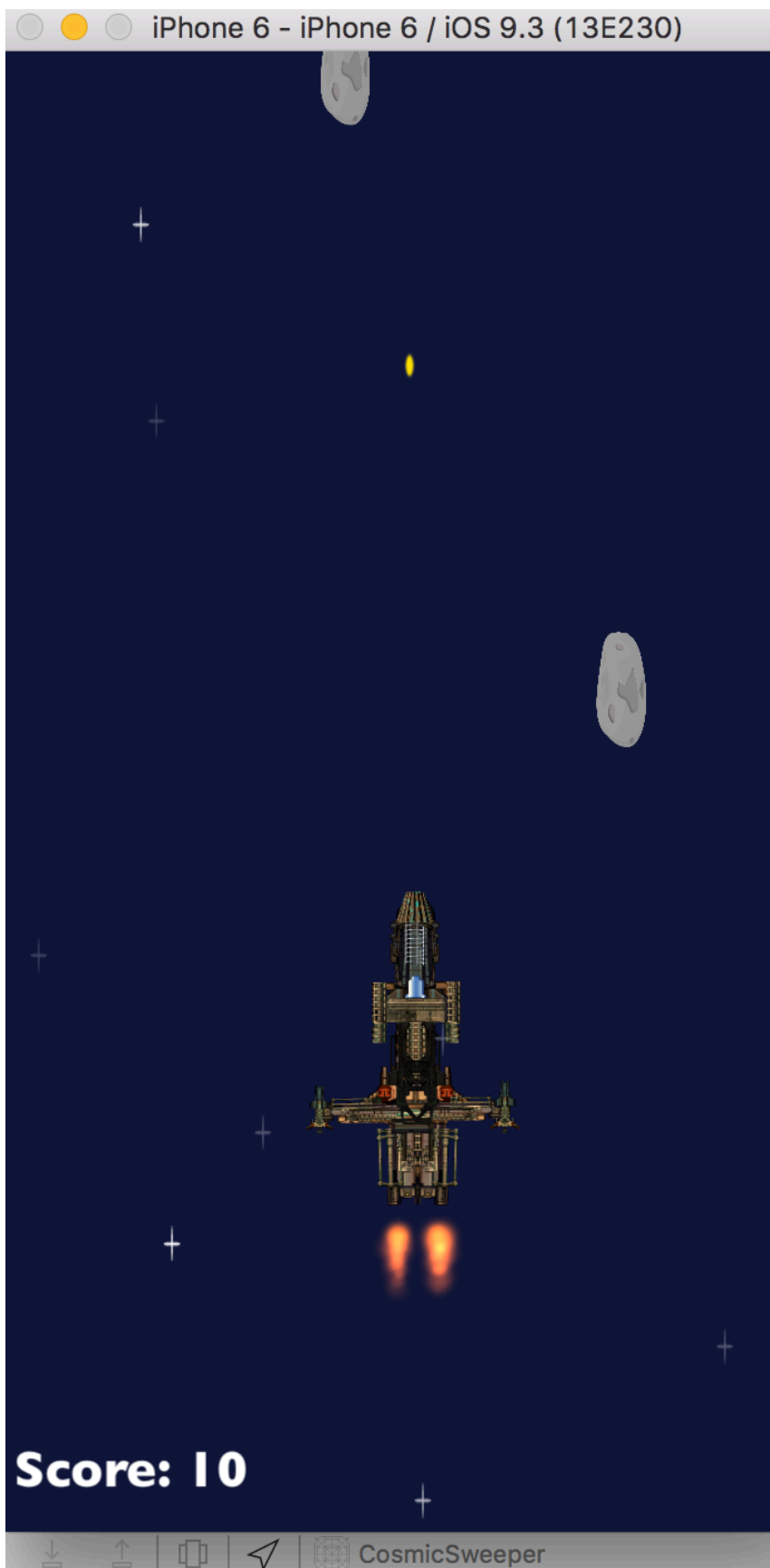
IntroScene

-playScene : GameScene?

+override didMoveToView(view : SKView)
+getHighscore()
+override touchesBegan(touches : Set<UITouch>, withEvent event : UIEvent?)
+operation()

Stars

+override init()
+required init(coder aDecoder : NSCoder)
+operation()
+createStars()

Game

-scoreLabel : SKLabelNode
-spaceship : SKSpriteNode
-touchInProgress : Bool
-lastUpdateTime : NSTimeInterval
-lastTouch : CGPoint?
-spaceshipTouch : UITouch
-fireRate : CGFloat
-lastFireTime : NSTimeInterval
-playingInProgress : Bool
-spaceshipExplodeTemplate : SKEmitterNode
-meteoroidExplodeTemplate : SKEmitterNode
-shotingSound : SKAction
-exploadeSound : SKAction
-gameOver : Bool
-gameScore : Int
-gameScene : SKScene

+init(gameScene : SKScene)
+required init(coder aDecoder : NSCoder)
+checkForCoalisions()
+exitGame()
+createGameSceneLabels()
+saveUserScore()
+fireBullet()
+moveSpaceship()
+spawnMeteorides()

GameScene

-game : Game?
-intoScene : IntroScene?
-xPlayerForce : Int
-yPlayerForce : Int

+override didMoveToView(view : SKView)
+override touchesBegan(touches : Set<UITouch>, withEvent event : UIEven
+override touchesEnded(touches : Set<UITouch>, withEvent event : UIEven
+override update(currentTime : CFTimeInterval)