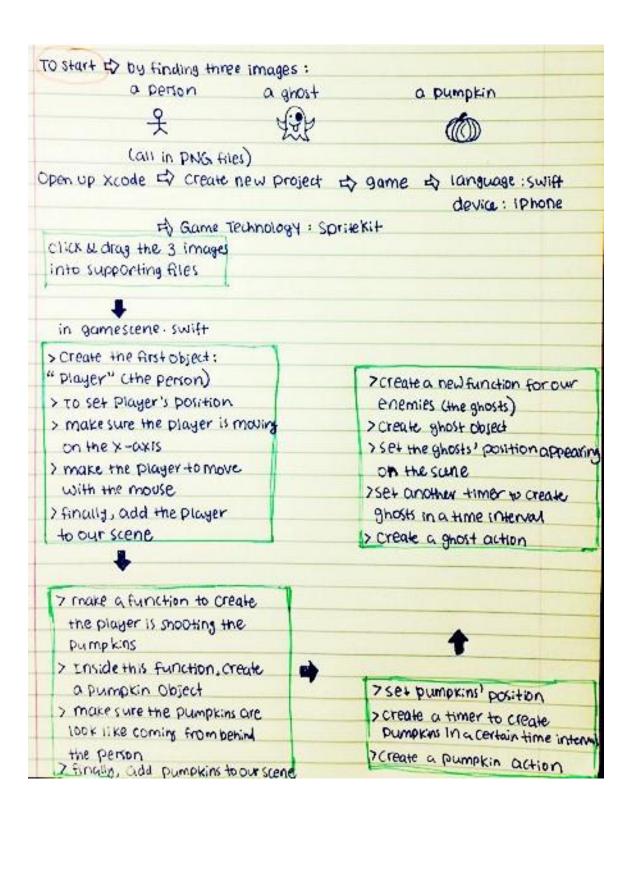**Yuwei Xu**

MAD

Project 2 Plan

My project 2 Plan

Description

For project 2, I'm going to use two frameworks that are available in the iOS SDK, which are SpriteKit and AVFoundation. Since Halloween is around the corner, I would be making a very simple Halloween pumpkin shooting game. Also, I will incorperate a short audio sound to make it more interesting. Hopefully, this would be a fun little game for the younger group! The goal would be to nicely utilize the use of existing frameworks and to make a fun project.

TO start ⇨ by finding three images:

a person	a ghost	a pumpkin

(all in PNG files)

Open up Xcode ⇨ create new project ⇨ game ⇨ language : swift
device : iphone

⇨ Game Technology : SpriteKit

click & drag the 3 images
into supporting files

⬇

in gamescene.swift

> Create the first object:
"player" (the person)
> To set player's position
> make sure the player is moving
  on the x-axis
> make the player to move
  with the mouse
> finally, add the player
  to our scene

> create a new function for our
  enemies (the ghosts)
> create ghost object
> Set the ghosts' position appearing
  on the scene
> Set another timer to create
  ghosts in a time interval
> Create a ghost action

⬇

> make a function to create
  the player is shooting the
  pumpkins
> Inside this function, create
  a pumpkin object
> make sure the pumpkins are
  look like coming from behind
  the person
> finally, add pumpkins to our scene

➡

⬆

> set pumpkins' position
> create a timer to create
  pumpkins in a certain time interval
> Create a pumpkin action

> To make sure that our player is not in contact with the enemies (ghosts)
> To make sure that the pumpkins are ~~not~~ in contact with the ghosts
> To make sure that the enemies (ghosts) are in contact with the pumpkins

↓

> Create a new function
> add collision with the pumpkins. When the ghosts hit by the pumpkins, they would both be removed/gone.

↓

Add an audio file
> import AVFoundation
> ~~search~~ Search for "long press"
> click and drag "long press" to the player (person) image
> Create an action
> Have an audio file ready, drag to the supporting files
> Create an audioplayer variable

> Insert the audio file
> ~~remember~~ remember to add AVFoundation framework to the ape targets under the build phase tab
> When long press on the person image, the audio should play