iOS APP Development Final Project

Swiffty Bird

第六組

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Section 1 - Introduction

- App Name: Swiftty Bird

- Motivation: Pay respect to the origin, pay respect to the classics.

- Features:
  - Supports both iPhone and iPad devices
  - Multiple, animated, selectable characters
  - Multiple pipe types
  - Difficulty setting
  - Leaderboard

Section 2 - Related APP

- Flappy Bird
  - The game is a side-scrolling where the player controls a bird, attempting to fly between columns of green pipes without hitting them. Flappy Bird was removed from both the App Store and Google Play by its creator on February 10, 2014. He claims that he felt guilt over what he considered to be its addictive nature and overuse.
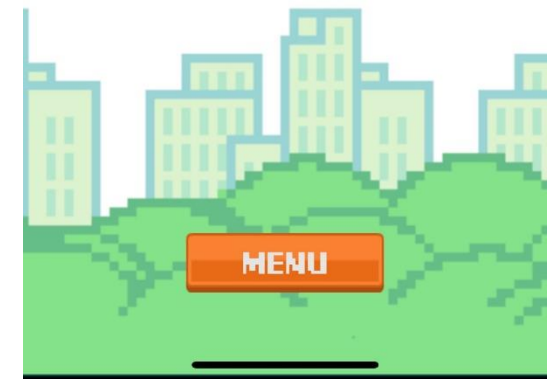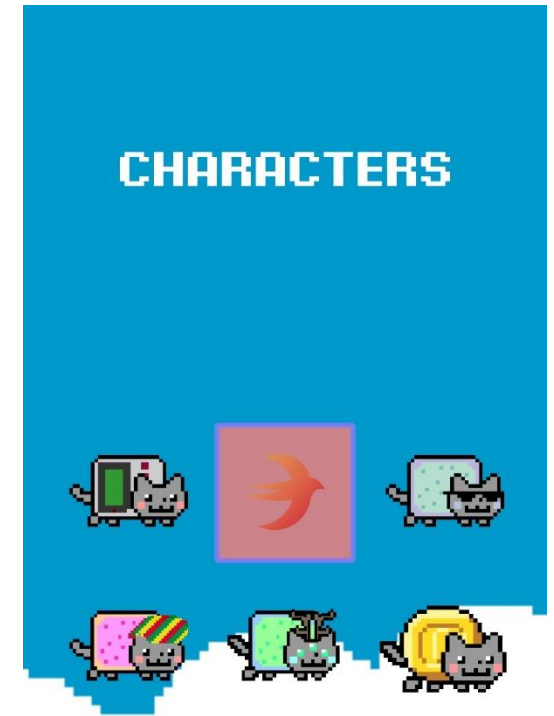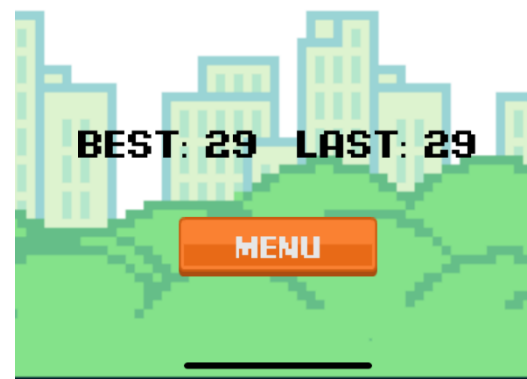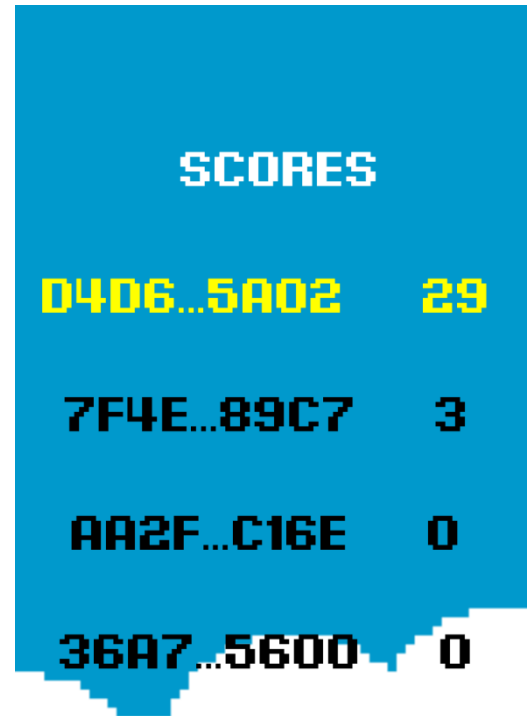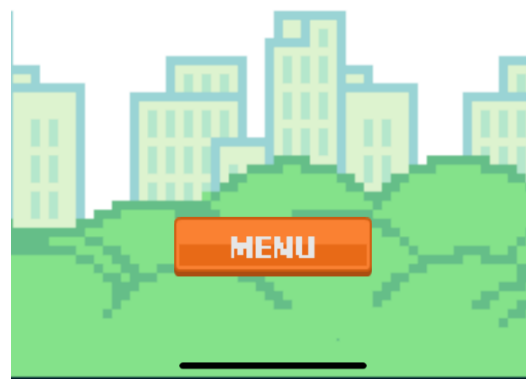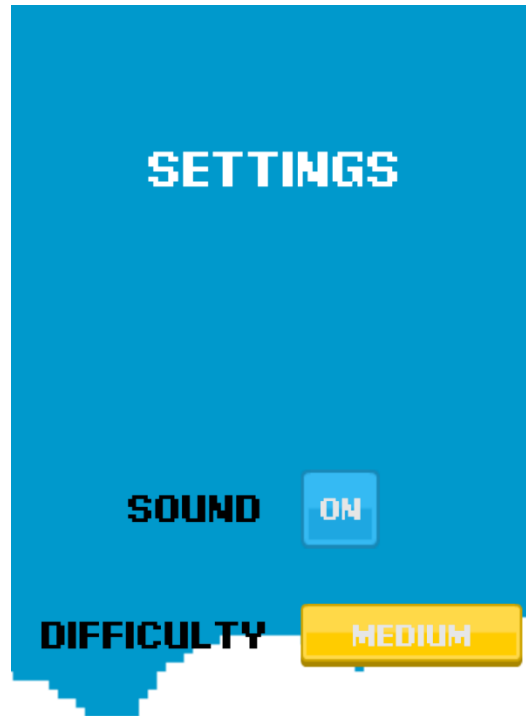
Section 2 – Related APP

- Flappy Birds Family
  - Flappy Birds Family is the reboot of Flappy Bird. The game is just like the original but has multiplayer with new characters. The game was released on August 1, 2014 on Amazon Fire TV but there are no word on if it is coming to iOS or Android.

Section 3 – Views
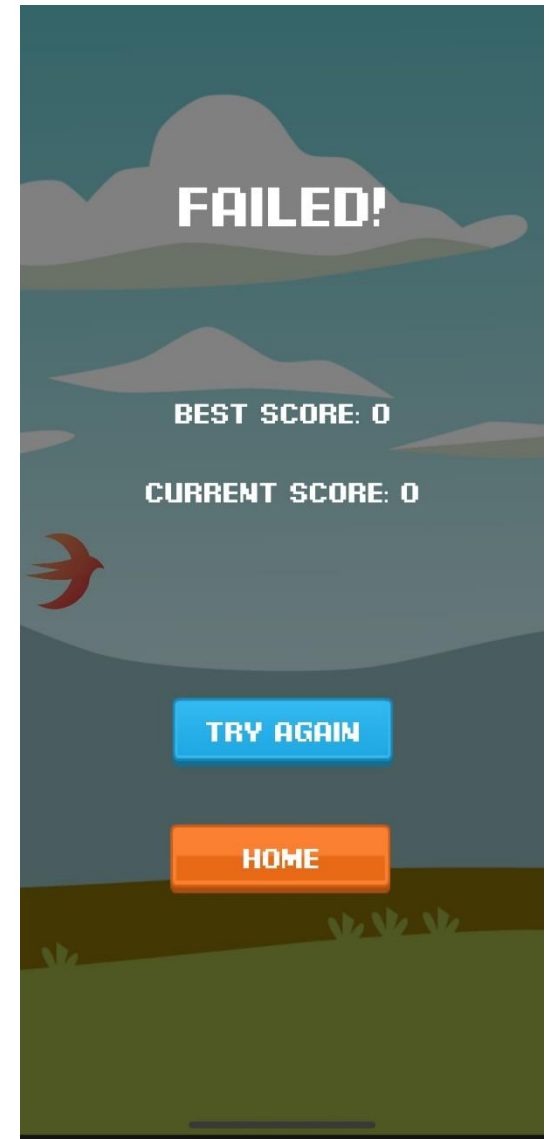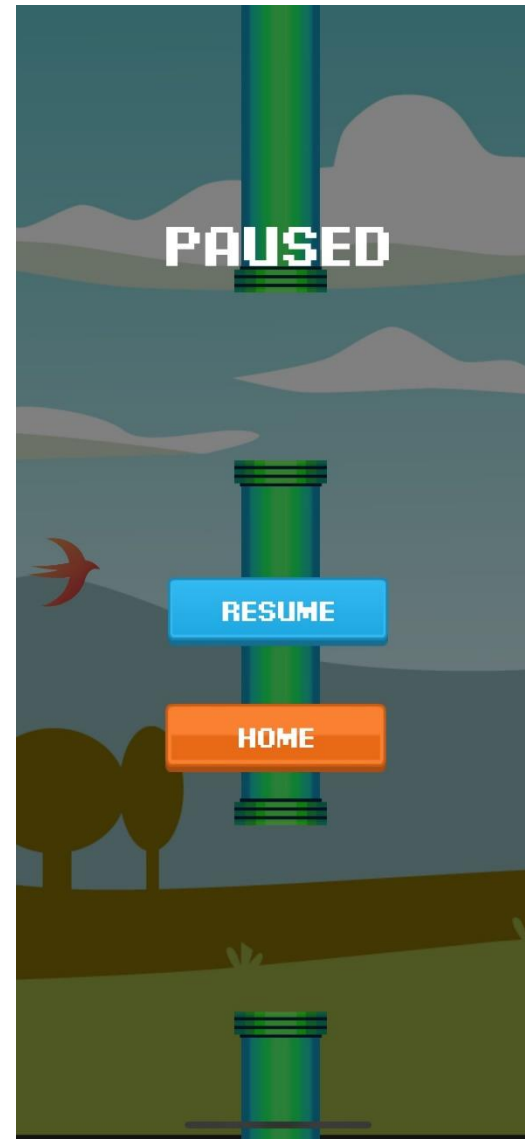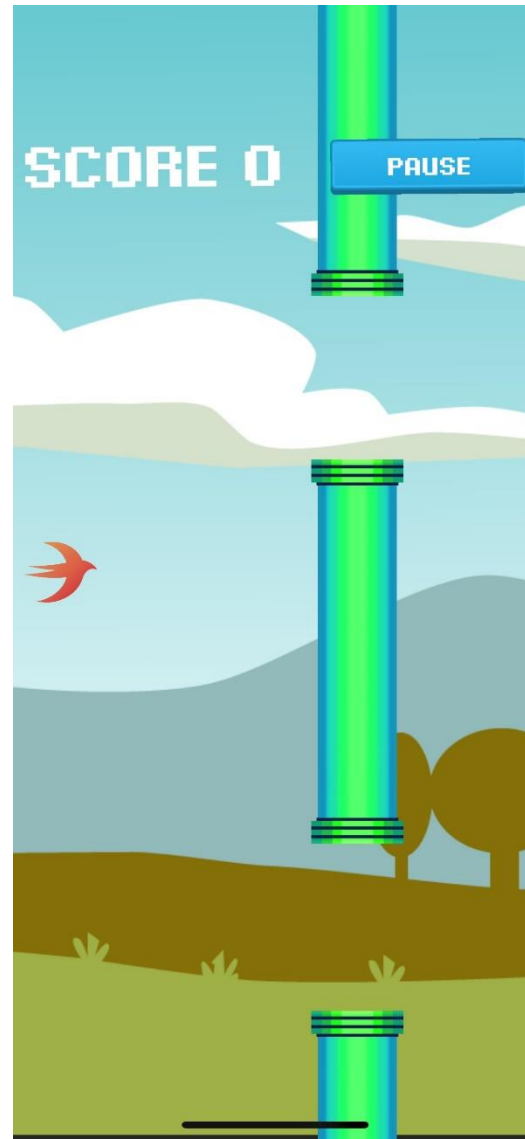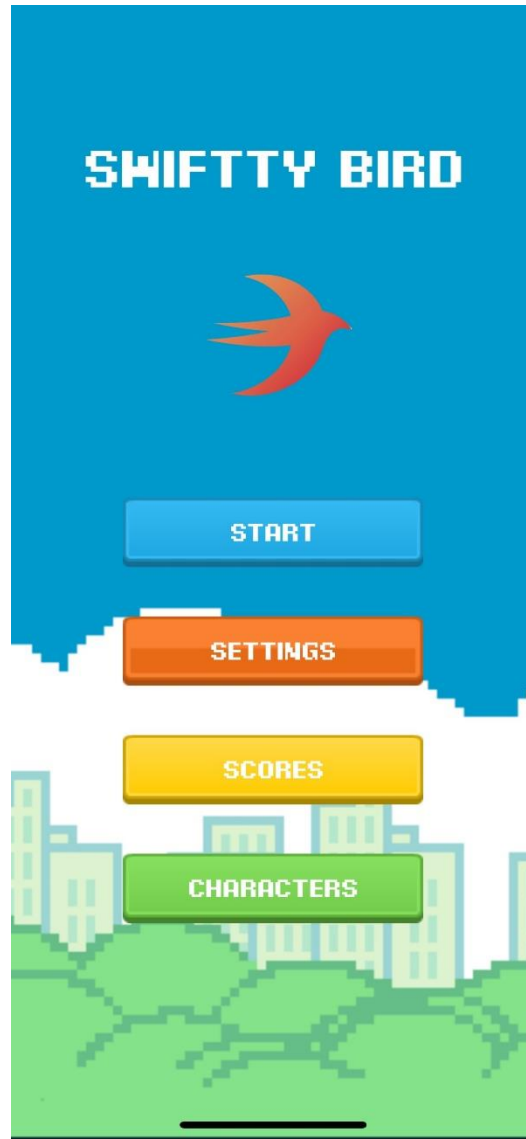
Section 3 – Views

Section 4 — Technique Utilized

- SpriteKit
  - SpriteKit is a general-purpose framework for drawing shapes, particles, text, images, and video in two dimensions. It leverages Metal to achieve high-performance rendering, while offering a simple programming interface to make it easy to create games and other graphics-intensive apps. Using a rich set of animations and physics behaviors, you can quickly add life to your visual elements and gracefully transition between screens.

Section 4 – Technique Utilized

- GameplayKit
  - GameplayKit is an object-oriented framework that provides foundational tools and technologies for building games. GameplayKit includes tools for designing games with functional, reusable architecture, as well as technologies for building and enhancing gameplay features such as character movement and opponent behavior.

Section 5 — DEMO

https://www.youtube.com/watch?v=TlefXXZ_JH4

Reference:
https://github.com/jVirus/flappy-fly-bird