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Program used: Microsoft Word

## Timeline

A02:

- Fix the documentation (old design was rejected) – updated all to new plan
- Implement the users functionality (switch user, create user, switch difficulty toggle)
- **Set up data for it to be able to be saved and loaded – CoreData (Have seen)**
- **Create tables for scores for the different difficulties and put in tab bar**

A03:

- Work on and complete the game functionality – enemies, score, lose condition, and have it update score if it is the user's new highest score
- **Set up user and enemy sprites – SpriteKit (Have not seen)**
- **Create sounds for attack / shooting and have it trigger on attack – Sound (Have seen)**

A04:

- Fix any remaining issues
- Add any new functionality / game altering feature toggle that may make the experience better
- Make the design of the app more pleasing

Final Project:

- All new ideas and experiences implemented.
- Have done some user experience testing to gauge feedback on layout, design, and opinion on game (and adjust)

We expect assignment 02 to have most functionalities present (user switcher, user creator, high score table views, and difficulty toggle) besides the actual game present. This is because we want the game to be modified based on this information first so this must be done before the game.

We expect assignment 03 to have the actual game functionalities present (enemies, the player, movement controls, sprites, sound, as well as lose condition and saving the score).

The functionalities that will be in the final project would be bugfixes, a more updated / nicer looking UI. Also any feedback we receive from others (such as extra settings or toggles) would be added at this stage (we want a working version before we start adding extra features).

We agree to uphold and maintain academic and professional honesty and integrity, and have read and accepted the IU Code of Student Rights, Responsibilities, & Conduct.