Exercise - 4

September 14, 2023

Objective

Create a simple 'dice variation' game app.

Motivation

Tab bar controller, auto layout, stacked views, data transfer.

Must Follow
You must follow the rules below. Otherwise, you will get **50% of your actual score.**

1. Start your XCode project "**Exercise4_LastName_FirstName**" (replace **LastName** with your last name and **FirstName** with your first name).
a. **DON'T DO** the following:
   i. Start with any other project name and change the zip file name later.
   ii. This will not be accepted at all.

2. You must have to do the exercise compatible with **XCode version 14.3.1 version**.

Tips

- **Read the question carefully, then start coding!**
- **Build, Build, and Build**

  o If you add anything on storyboard -> **Build**
  o If you make a reference from storyboard -> **Build**
  o Do not wait until finishing all parts and build.
  o It is easier to debug after each single feature added.

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Details & Rubrics

Create a multiple view iPhone application using Swift as a programming language. Start your XCode project "**Exercise4_LastName_FirstName**" (replace **LastName** with your last name and **FirstName** with your first name).

[3 pts] Design your interface to look like the screenshots [Figures 1 - 2, 7]
 • Design your UI for iPhone 14 Pro in **Portrait** and **Landscape** mode
 • Pay attention to images, icons, colors, fonts and font sizes

[4 pts] If user taps the button "Fight": randomly select dragon, update pictures of the dragons, update the score and 'battle result' text field.
Each dragon of the greater hierarchy level is stronger than the lower lever dragons (refer to 0_Dragon_hierarcy.jpg; left top - strongest, bottom right - weakest). Players can not draw same dragons (no draws).
When any player win 3 battles the game is over and when you click "Fight" battle result is updated accordingly [Figure 5]. When the game is over, pictures and text is not changing unless you restart the game (button "Restart").
Score tab always contains the actual information about players scores. [Figures 2,4,6,7]

[2 pts] If user taps button "Restart", game is restarted to the initial state [Figures 1,2]. Game can be restarted any time even if none of the players have won 3 battles.

[1 pt.] Add a splash screen, add a proper icon for the app.

Extra

[1.5 pts] What will make the game more interactive and engaging?
Correct, sound and animation. Add custom (of your choice) sound for the 'Fight' and reasonable animation for the round 'loose'/'win' status. Don't forget about proper delays.

Note: If you add the extra feature, include it in your code comment or submission description.

Submission

Zip XCode project and submit to the TEAMS. The name of your zip file will be automatically "**Exercise4_LastName_FirstName.zip**" (**LastName** is your last name and **FirstName** is your first name). One submission per person.
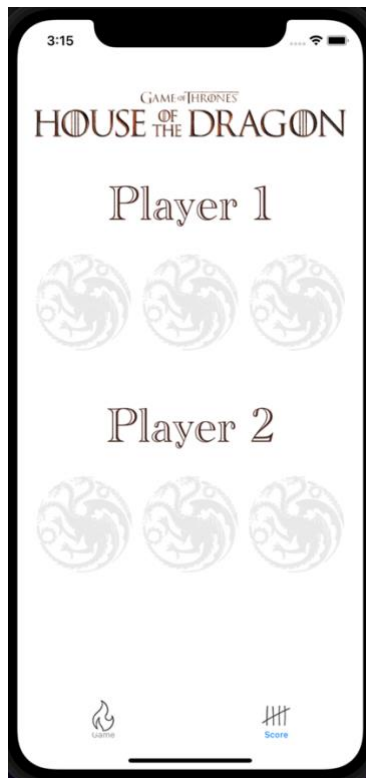
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Figure 1

Figure 2

Figure 3

Figure 4

Figure 5

Figure 6

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Figure 7