

GAME 352 - Final Project

56.5/70

Step 1:

Two options, you can continue with your game from assignment 1 pending my approval or you can create a new game.

If you create a new game, you will have to:

- Create a GDD for the game.
- Discuss the challenges of making this as a mobile game.
- Outline the controls
- Explain how you will acquire the art assets

If your are continuing your game:

- Flesh out your original description making a proper GDD. - x x not an acceptable GDD
- If you were previously working in a group explain how your game will differ from your partners. ✓✓ - n/a no partner initially
- Bonus: continue improving the title until it passes app review by apple.

Step 2:

Migrate your code to your own repo.

- Create your own repo on Github and add me as a collaborator. ✓
 - it can be private or public.
 - just because a repo is public doesn't mean it isn't protected by copyright.

Step 3:

Incorporate the following into your game.

- abstraction of the games rules from the game scene - not attempted
- particle effects ✓
- collision detection (regular or using physics bodies) ✓

- traditional sprite animations or character animations ✓
- a menu using UIViewControllers & UIButtons - menu not made with UIKit, menu made with scene kit
- actions (SKAction) - ✓
- abstraction ✓
- implementation obfuscation - not attempted no private anything
- a factory pattern - not a factory pattern
- a delegate pattern - not implemented
- an observer pattern ✓
- capture user input ✓
- at least 1 struct ✓
- at least 1 enum ✓
- proper use of inheritance ✓
- and polymorphism ✓
- at least 1 protocol ✓
- some form of networking eg. match making, leader board, cloud saves etc. ✓ firebase highscore

Step 4:

Present your game to the class; presentations will take place Week 12 and Week 13.

- Discuss any problems you ran into making the game. ✓
- Show some code you are particularly proud of and explain it to the class. ✓
- Showcase the final product. ✓

Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- Efficiency ✓
- Maintainability / Readability ✓
- Structured / Architecture ✓
- Follows Standards ✓
- Extensible ✓
- Completeness ✓