

The background of the slide is a vibrant cosmic image featuring a mix of blue, orange, and purple nebulae and distant galaxies. The text is overlaid on this background.

Into the Void

Week 1 Report

Peter Bang
David Lie-Tjauw
Andrew Rochat
David Yang

David Lie-Tjauw (Product Manager)

Designed UX mockups for Into The Void

https://docs.google.com/presentation/d/1_JVS_6_Hhk1tV1ADRDCKwWg1A-w9bxDqekzv7Q1EY2o/edit?usp=sharing

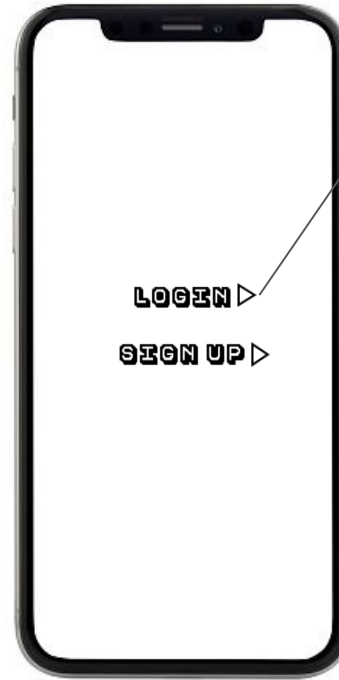
Managed Trello Board and negotiated team priorities

Explored options for Unity

Design Explorations

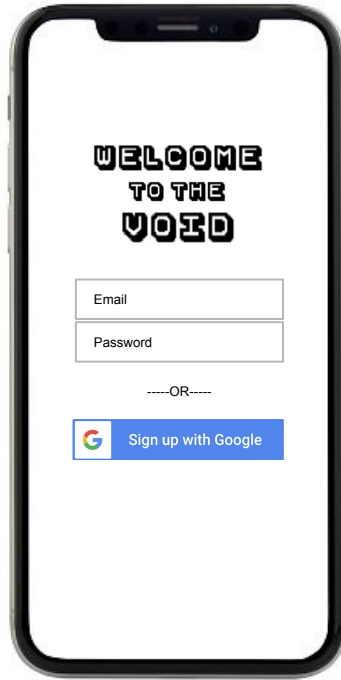
By: David Lie-Tjauw

User Onboarding

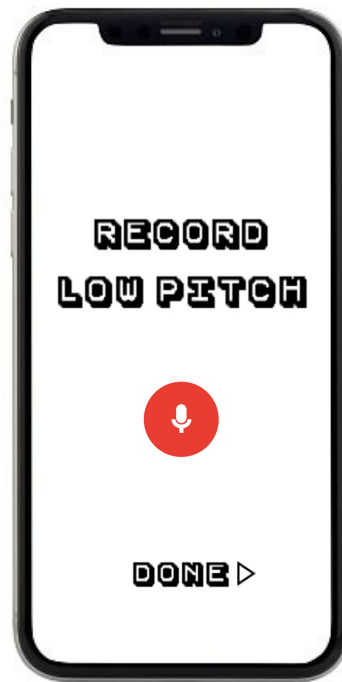


Goes straight to *Level Selection*

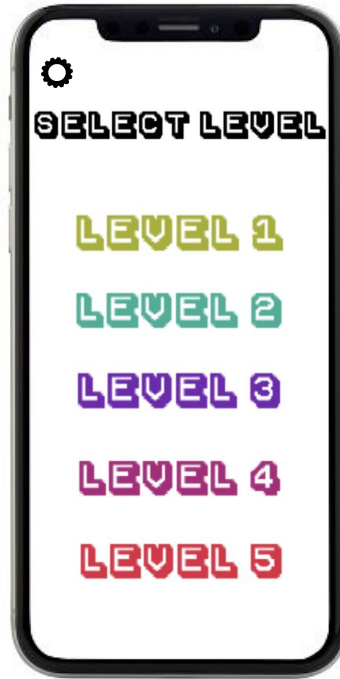
Signing Up (1/2)



Calibrating Pitch (2/2)



Level Selection



Level Play



Goes back to *Level Selection*



David Yang (Developer)

Explored 2 iOS pitch detection libraries:

1. “Beethoven” -- supports only Swift 3 or Swift 4. Not currently maintained.
 - a. Able to install via Pod and uses the libraries
 - b. After delegating the view controllers, the callbacks are not triggered
2. “Tuning Fork”
 - a. Currently maintained
 - b. its dependency “Chronos-Swift” is breaking

```
import UIKit
import Beethoven
import Pitchy
class ViewController: UIViewController, PitchEngineDelegate {
    func pitchEngine(_ pitchEngine: PitchEngine, didReceivePitch pitch: Pitch) {
        print("HERE")
    }

    func pitchEngine(_ pitchEngine: PitchEngine, didReceiveError error: Error) {
        print(error.localizedDescription)
    }

    func pitchEngineWentBelowLevelThreshold(_ pitchEngine: PitchEngine) {
        print("below level")
    }
}

override func viewDidLoad() {
    super.viewDidLoad()
    let eng: PitchEngine = PitchEngine(config: Config(), delegate: self)
    // Do any additional setup after loading the view.
    eng.start()
    print(eng.active)
}
```

Peter Bang (Developer)

Looked at how to develop game in SpriteKit

Touch on UI design in creating objects and characters for the game

- Character can jump if the player touches the screen
- Created walls (currently implementing random generation of walls)

Andrew Rochat (Tester)

- Setup the xcode project file and connected git through xcode
- Explored spritekit
 - downloaded a sprite asset package
 - Built a simple game to familiarize myself with spritekit
 - Understand collision detection
 - using simple sprites + animations
- Built spaceship asset for into the void

THANK YOU !!