### Mac:Users:rahilpatel:Desktop:IMG_8911.jpgSummary

As Jon often describes the game to others, “it’s basically flip-cup for iPad”.

Two teams race, each team having a quirky physics based character code-named Harold. Each player is assigned one button. Each active player group must press their buttons in sequence to add force to Harold. A button pressed out of sequence causes Harold to physically collapse, stopping him for a moment. First Harold to the finish line, which is at the end of the screen of the last device, wins.  
  
Intentions  
A social extensible-multiplayer iPad game with a simple interface. It’s what Jon and I had been gravitating toward for the previous few months.  
  
We intended to maximize the use of iPad’s features: eleven touches, physics, and networking. Oh the possibilities! A single parallax scrolling background over multiple devices as Harold runs across the screen, UI color palettes and silly sounds for each device.

### Personal Contribution

The game is Jon’s idea, which constitutes a large portion of the game design. We collaborated to etch out further game design. I programmed everything except the physics of Harold. Jon also handled visual design.

### Learned

The greatest problem with development was the lack of consistent playtesting. Consistent playtesting is needed to see progress and priority, but also to maintain motivation. A related problem: we were working remotely. Being physically together is important.

I also underestimated the time it takes to write code for Objective-C, Cocos2d, Box2d, and Game Kit. It was at least five times slower than writing code for my previously used game engine: FlashPunk. I also felt that my networking code was poorly written. It takes time.

The lack of feedback caused motivation to wane, and the work sits on my computer, teasing me. Perhaps I just need to bring it out, playtest it to regain motivation, and finish it.

### Files and Installation Instructions

The game files and installation instructions are at [www.rahilpatel.com/blog/pinkies-up](http://www.rahilpatel.com/blog/pinkies-up).