# Inclass activity on NinjaAttackGame:
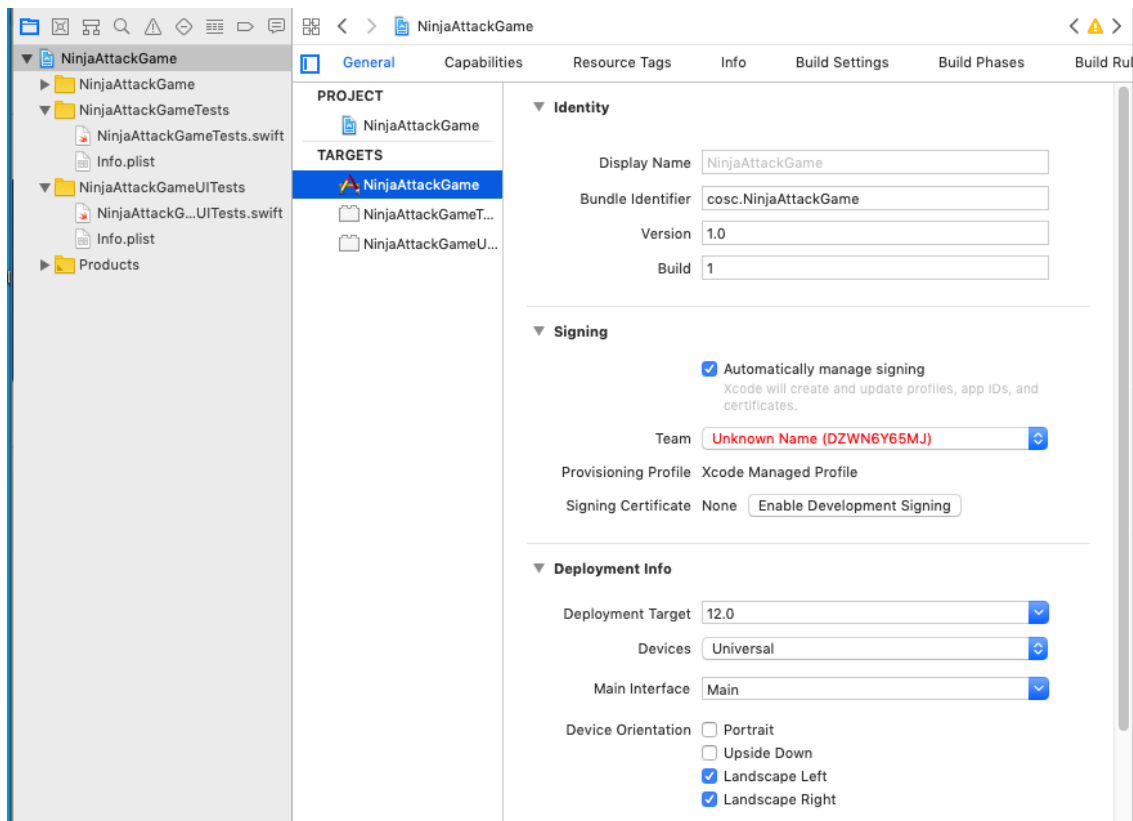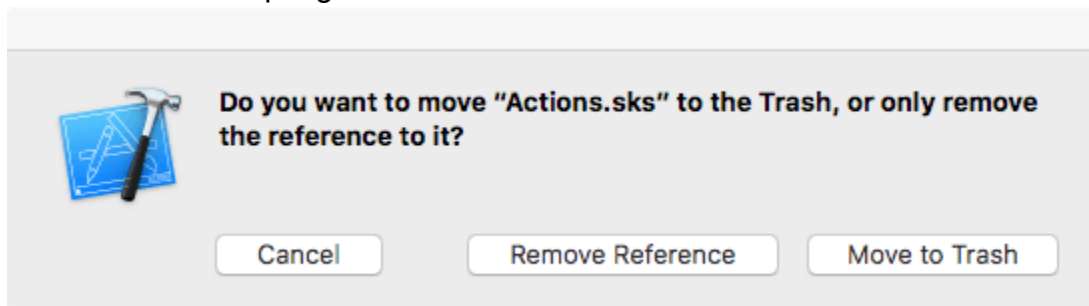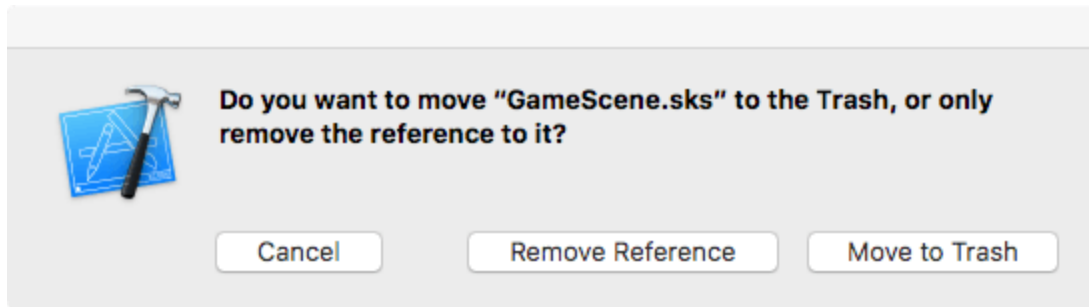
1. Create a new XCode project → select **Game** → Next → provide a Product Name: **NinjaAttackGame** → Next →Create

   Check the Device Orientation to Landscape Left and Landscape Right:



2. The game template provides a number of files, a couple of them (GameScene.sks and Actions.sks) are related to Scene and Action which we don't use for a simple game. Delete both of them **to the Trash!**

**Do you want to move "GameScene.sks" to the Trash, or only remove the reference to it?**

Cancel     Remove Reference     Move to Trash

3. Download **monster.imageset**, **player.imageset** and **projectile.imageset** from our Moodle activity page. Unzip and drag these folders into **Assets.xcassets** area of your XCode project:



4. Open the **GameScene.swift** file, empty the code leaving a few lines of statements like this below:

```
import SpriteKit
import GameplayKit

class GameScene: SKScene {

    override func didMove(to view: SKView) {

    }
}
```

5. Next open the **GameViewController.swift**, empty the code leaving a few lines of statements like this below:

```
import SpriteKit

class GameViewController: UIViewController {

    override func viewDidLoad() {
      super.viewDidLoad()

    }
}
```

6. Follow from "Getting Started" section from the tutorial link below to complete the activity

   https://www.raywenderlich.com/71-spritekit-tutorial-for-beginners

7. Run the app. Take a screen shot of the result and submit it.