

Implementation Contributions:

Tiffany Tsai

- Game Logic
- Login Screen
- Settings Screen (Only Basic Play option has been implemented)
- Basic Play Screen
- Basic Play functionality
- Score, Miss, Level labels and functionality
- Constraints

Adam Thompson

- Game Logic
- Pause feature
- Pause popover

Eder Garza

- Game Logic
- Circle image for buttons
- Circle formatting

Grading Level: Same grade for all members

Differences:

We implemented all features listing for Alpha; however, we changed some formatting and game logic than previously submitted. The game does not stop every level and show a new view controller. Instead, a Level label increments as the user continues playing. There are also Miss and Score labels. There is a Pause button that displays a popover with the current score, level, and Exit Game button.

Comments:

The miss count increases incorrectly. Potentially, the problem results from a misunderstanding of NSTimer. In relation, the code implementing timers for buttons feels excessive. We attempted to push down functionality into button class, but we were unsuccessful. Will revisit and improve in Beta. The pause button displays a popover, but currently does not pause the game.