

POKÉCATCH

'Pokécatch' is an iOS app that is meant to take a dive in the world of Pokémon.. This is essentially a cute 'Cut The Rope' clone with a Pokémon theme. Cut all the ropes to catch pikachu, but be careful. Some ropes may be better to cut than others.

App Name: PokéCatch

App Icon:

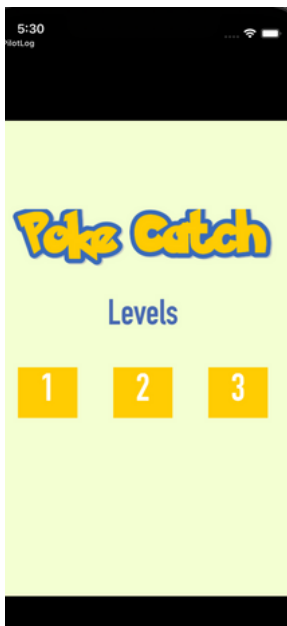


Features:

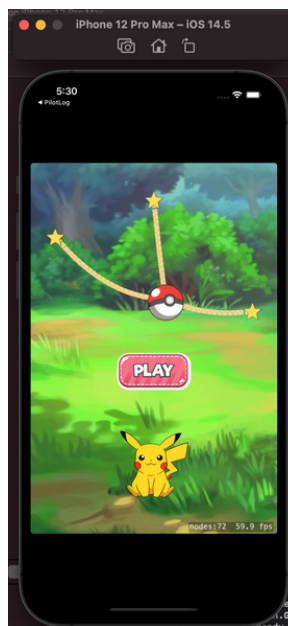
- Made using SpriteKit
- Uses gravity and physics
- Alerts user to go back to the main menu of levels or retry the current level

Description:

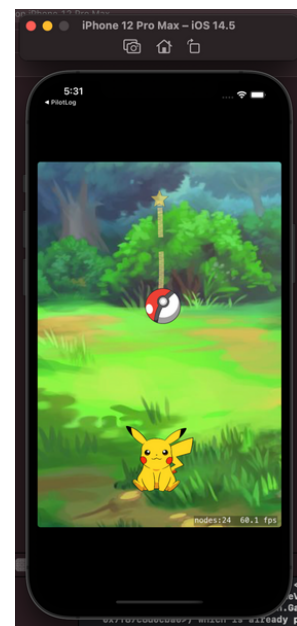
This app/game uses SpriteKit for all its features. This is a simple "Cut The Rope" style game, where there is a pokéball and you that is has these strings(ropes) attached to it and the user has to cut them drop the ball on the pokémon. In this case it's Pikachu!



2



3



How it all works:

To start off we wanted to make sure that the background incorporated a grassy type of look to simulate the experience of catching a pokemon in the wild. We then wanted to have 3 anchor points for the rope to grapple to outside of the ball (image 2). And lastly, we need Pikachu to be caught, so when the ball "collides" with Pikachu then the game ends. Then the user gets prompted to restart or try a new level. The game actually begins with a start menu and you can select the level of your choosing.

GOTTA CATCH 'EM ALL!