

GAME 352 - Final Project

39.5/70

Step 1:

Two options, you can continue with your game from assignment 1 pending my approval or you can create a new game.

If you create a new game, you will have to:

- ☐ Create a GDD for the game. ✓
- ☐ Discuss the challenges of making this as a mobile game. ✓
- ☐ Outline the controls ✓
- ☐ Explain how you will acquire the art assets ✓

If your are continuing your game:

- ☐ Flesh out your original description making a proper GDD.
- ☐ If you were previously working in a group explain how your game will differ from your partners.
- ☐ Bonus: continue improving the title until it passes app review by apple.

Step 2:

Migrate your code to your own repo.

- ☐ Create your own repo on Github and add me as a collaborator. ✓
 - it can be private or public.
 - just because a repo is public doesn't mean it isn't protected by copyright.

Step 3:

Incorporate the following into your game.

- ☐ abstraction of the games rules from the game scene - not attempted
- ☐ particle effects - not attempted
- ☐ collision detection (regular or using physics bodies) ✓

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- traditional sprite animations or character animations - not attempted
- a menu using UIViewControllers & UIButtons - menu made in SpriteKit not UIKit
- actions (SKAction) - not used
- abstraction - not attempted
- implementation obfuscation - 1/2 ✓ singleton
- a factory pattern - not attempted
- a delegate pattern - not attempted
- an observer pattern - not attempted
- capture user input ✓
- at least 1 struct ✓
- at least 1 enum - not attempted
- proper use of inheritance ✓ with gameScene
- and polymorphism - not used
- at least 1 protocol - not attempted
- some form of networking eg. match making, leader board, cloud saves etc. - not attempted

Step 4:

Present your game to the class; presentations will take place Week 12 and Week 13.

- Discuss any problems you ran into making the game. ✓
- Show some code you are particularly proud of and explain it to the class. ✓
- Showcase the final product. ✓

Step 5:

Code is due by week 13. I'll be deducting marks for poor use of the following:

- Efficiency ✓
- Maintainability / Readability ✓

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- Structured / Architecture - too much going on in game scene very hard to read
- Follows Standards ✓
- Extensible ✓
- Completeness ✓