**MAP523/DPS923**

**Mid-Term Mock Exam**

**“Arcade”**

**Time required: 60 Minutes**

**This exam is open book. So, you may use any resource to accomplish the assigned task**

**You are not allowed to use any means of communication such as: email, chat, etc.**

You are assigned to develop a small version of game “Arcade” using Swift and SpriteKit:

The game consists of a racket and a bouncing ball and different tiles in the sky. The goal of the game is that the player shoot and destroy all the existing tiles in the game.

The player is given three rackets at the beginning. As soon as the player touches the screen, the ball starts to bounce. As the game continues, the ball speeds up gradually to make the game even more challenging for the player. There are three types of tiles in the game with different scores (Green, Yellow and Red). The tiles on a higher level have more score assigned.

The score and the number of rackets are displayed on top and either side of the screen. A screen shot of the game is displayed below:

