

## Assignment 6

# iPhone Invader (3): Inputs and Finishing Up

**Project due:** Dec. 9<sup>th</sup>, 2013. 9:00 AM

**Group size:** 3 (same as A04–05)

**Project presentation:** Dec. 9<sup>th</sup>, 2013 in the lab

### Description

You will continue working with iPhone Invader from the last week by implementing input mechanism and finalizing your game. You may find [Event Handling Guide](#) helpful for this assignment.

### Task

1. *Input:* Add input mechanism into your game. You must use at least one touch gesture (e.g., tapping) and at least one of the following mechanisms:
  - Custom touch gesture recognizer that is not trivial to implement, e.g., a circle
  - Raw accelerometer data to map as a game input
  - Raw gyroscope data to map as a game input
2. **Extra:** Use this week to refine your game to enhance the game experience with creative ideas or highly polished implementation.

### *Part 2: It's demo time!*

Prepare a 7-minute presentation. Use the working gameplay as the core of your presentation (4–5 minutes). Then, discuss *one part* of the implementation that you considered most challenging (2–3 minutes). Make sure that you have at least one device with the game installed for your classmates to try out.

### Submission

Create a zip archive including the following items

- ☐ Your code that must compile and run with Xcode 5, iPhone 4S, iOS 7. If you use external library or copied code from the internet, insert a comment with the URL to the source where the code is used.
- ☐ TaskReport.pdf — Modify the template to match your information and submit as a PDF file.
- ☐ Members.txt

Email your submission to [iphone@cs.rwth-aachen.de](mailto:iphone@cs.rwth-aachen.de)

### Grading

The project will be graded as a whole (A04–06). See grading scheme in A04.

### Looking forward

Next week, you will start brainstorming on the final project. Make a group, and check the project description on [our website](#).