

Assignment 5

iPhone Invader (2): Game Visualization

Project due: Dec. 8th, 2013. 9:00 AM

Group size: 2 (same as A04)

Project presentation: Dec. 8th, 2014 in the lab

Description

You will continue working with iPhone Invader from the last week by implementing how your game looks. You will use [Sprite Kit](#) in this assignment.

Task

1. *Basic Space Invader*: Implement basic Space Invader game as you've planned last week. At minimal, your game must have these functionalities:

- Show a textured scene
- Show multiple enemy ships moving in a scene
- Detects a collision between a bullet and enemy ships
- Show a score progress either in text or graphics

2. **Extra:** *Advanced Space Invader*: Include one or more of these elements in your project:

- *Particle*: Use at least one particle effect, e.g., for a thruster or an explosion
- *Parallax*: Add parallax effect between the foreground (cannons and ships) and the background (space)
- *Chain reaction*: When an enemy ship explodes, allow remnants of the enemy ships to be moved depending on the angle of the hit, causing other ships to explode.
- *Image filters*: Use Core Image filters to change appearance of graphics in your game at run time. For example, blink the screen when the player is close to losing.
- *Shaders*: Include a dynamic shaders into your game.
- Includes 3D Effects using Scene Kit into your game.

Part 2: Show

Prepare to present what you've implemented in the lab.

Submission

No submission required for this part. Prepare to present what you've implemented for this part in the lab. Simon will be there to comment about your Sprite Kit usage.

Looking forward

In the final part of your project, you will make your game respond to user's input. You can prepare by reading [Event Handling Guide for iOS](#)