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Learning Goals

Gain some proficiency:
Objective-C, Cocos2D, iOS platform

Understand core concepts of game design

Grapple with technical and design limitations of a mobile platform

Design and develop a game!

Getting Credit for 6.5191

Online tutorials and assignments; Augment third assignment

Online tutorials and assignments; Create your own game

Create your own game

Game must be playable build that:

1. Runs on iOS simulator,
2. Has at least 1 playable level or mode that doesn’t crash,
3. Uses at least two of the following:
   — animations,
   — multi-touch interaction,
   — a pathing algorithm,
   — a physics engine, or
   — a tileset

Additionally, competition submission

- Can be any genre
- Can use any framework
- Can use external libraries (cite, IP)

- Must be product of IAP; not pre-made
- Must be produced by team only
  — Every team member is registered for 6.5191
- Must be original work

Judging Criteria

- Game design includes
  — Intuitiveness -- i.e. how easy is the game to pick up
  — Creativity
  — Differentiation from existing games
  — Retention -- e.g. addictive qualities

- Technical prowess includes
  — Clever game artificial intelligence
  — Elegant code
  — Algorithmic feats
  — Clever implementations

Grand Prize $6670 + iPhone5
1st Prize $5000 + iPad mini
2nd Prize $4000 + Apple TV
3rd Prize $3000 + iPod Shuffle

Judging Panel: Gold + Platinum + Invited

Audience Choice $1000
Platinum Sponsor Selection $5000 each
Exposing Your Personal Brand
Organizer in 2014
Games Showcase
Hackathon
Remote professional advice
Guest lectures
Resume

Checklist: Have You...

- Registered for 6.S191 (6 units)?
- Received Emails #1 and #2?
- Have access to a Mac?
- Installed Xcode and Kobold2?
- Received an Apple Dev License invite?
- Registered your team (Google form)?

A Note on IP

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By Friday

- Submit Add/Drop form (if applicable)
- If will not be registered in any form, sign sheet

- If taking 6.S191
  - Return Form 1, signed and dated
  - Register team (team name = NA if not competing)
  - Submit Tshirt size, resume
  - Submit link to bitbucket (more today/tomorrow)

Note: Thursday’s class in a different room