

## Retro Defense. iPhone Application

### Customer

A company selling software for iPhone and SideKick platforms.

### Aims

The main task of the program is to protect the towers from invaders. The field of the game is divided into the cells of two types: empty ones, in which a tower can be built, and the cells in which invaders move. A user has some sum of money, and he can build towers of different kinds, and can also improve old towers. If one manages to defend oneself against a group of invaders, one receives an additional sum of money.

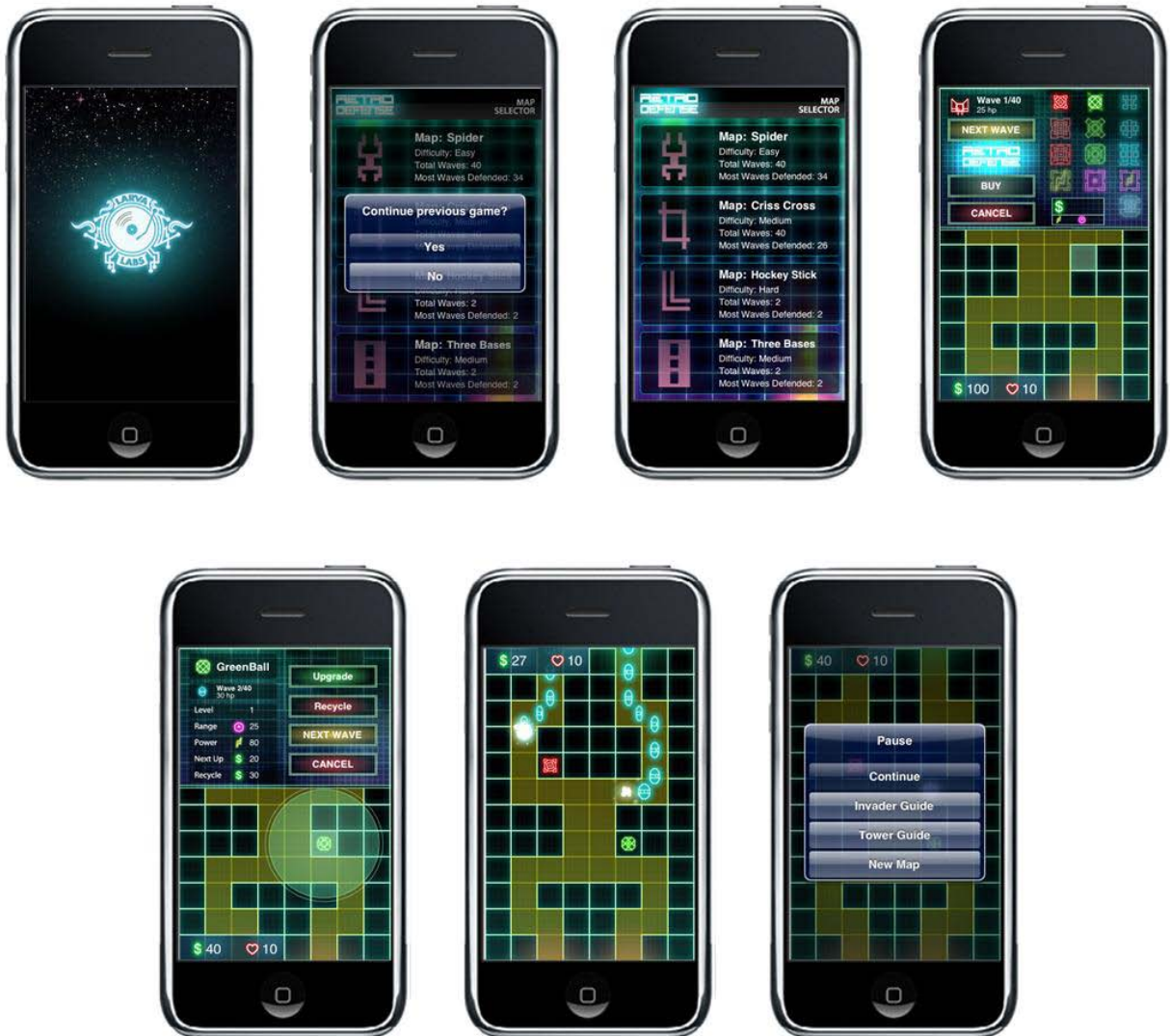
### Solution

Belprog has made the code refactoring, optimization, errors handling and enhancement of the present functional. The windows of buying the tower, of improving the tower, of raising the status and of choosing the level have been developed, as well as auto saving, saving the status of passing the level (the number of defeated groups of invaders). Game card has been optimized, refactoring of the code has been dealt with.

### Basic functions

- Memory optimization and improvements (reduced from 21M to 3M).
- Choosing the level.
- Starting the game from the previous session in case of breaking it.
- Screening the information about the number of defeated groups on the present level.
- Buying/deletion/improvement of the tower.
- Screening the information about the tower and next invaders.
- Screening the information about the amount of money and lives.
- Starting the group of invaders.
- Saving the game when exiting the program.

## Screenshots



## Technologies

Max OS 10.5.4. XCode, iPhone SDK, objective C

## Product Title

Retro Defense

## Project Capacity

2 man-weeks