

Sort-It. iPhone Application

Customer

US-based SME company.

Aim

Development of the game, presented as an accelerating conveyer with objects moving on it. Some of them should be sorted out; depending on the amount of the sorted objects the scores are added. The game should consist of 10 levels with various objects.

Solution

The system was created with standard iPhone components.

Basic functions

- Choosing the amount of objects for sorting.
- Choosing the level of the game.
- Switching on/off the sound.
- Viewing the previous scores.
- Saving the scores.
- Stopping the game.

Screenshots



Technologies

Max OS 10.5.5. XCode, iPhone SDK, objective C

Product Title

Sort-It

Project Capacity

2 man-weeks