

Castle Clash — Project & Work Summary

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Castle Clash

What I'm working on

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Project summary as of September 16, 2026

In one sentence:

Castle Clash is an iPhone game I'm building where two players each build a castle out of blocks, hide their crown inside, and then take turns launching things at each other's castle with a catapult. The first to knock down the other player's crown wins.

How a match plays

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Setup:

both players enter names, choose a faction, and pick a single round or best of 3.

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Build phase:

each player gets 150 gold and a timer. They drag blocks into their build zone, rotate them, and place their Real Crown. If they forget, the game places the crown for them when time runs out.

?

Pass the phone:

it's local pass-and-play, so a handoff screen hides one player's castle from the other.

?

Battle phase:

players take turns picking ammo and aiming, either by dragging back like a slingshot or with angle and power sliders. Blocks fall with real physics, and TNT explodes.

?

Round events:

each round gets a random twist: wind gusts, low or heavy gravity, slippery ground, or stronger TNT.

What's built so far

Area

Details

Game engine

Full match loop in SpriteKit: build, handoff, battle, and round over. Includes physics, collisions,

explosions, falling crowns, camera shake and zoom, and pixel-style particle effects.

Building blocks

7 types: Wood (10g), Stone (18g), Metal (30g), TNT (25g), Spring (20g), Fake Crown (15g) as a decoy, and the Real Crown. Each type has its own weight and look.

Factions

Stone Kingdom (cheaper stone), Boom Tribe (bigger TNT blasts), Iron Clan (heavier metal), Sky Guild (shots fly farther).

Ammo

6 types, each with its own weight, bounce, and speed: Boulder, TNT Barrel, Fireball, Chicken, Rubber Rock, and Crown Bomb.

Menus & screens

Retro pixel-art main menu, match setup, in-game HUD (score, timer, gold, ammo, aim), pause, rematch, rivalry stats, unlocks, and settings.

Rivalry stats

Saved on the device: wins and losses, win streaks, biggest crown fall, biggest explosion, fastest win, and a destruction score.

Feel

Sound effect hooks for every key action (it uses system sounds until real audio is added), vibration feedback, and a landscape-only layout.

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In progress / next up

?

Online multiplayer:

Game Center sign-in and the code to save a match are in place. Quick Match, Invite Friend, and the match lists still use placeholder data.

?

Art & audio:

the blocks are styled placeholders for now. Next I'll add pixel-art sprites and the 9 custom sound effects.

?

Unlocks:

the system for castle, catapult, and projectile skins, banners, and music packs exists, but only

the starter items are available so far. I still need to add ways to earn the rest.

?

Settings:

the Sound and Haptics toggles are saved, but they don't control the sound or vibration yet.

?

Housekeeping:

remove leftover files from the Xcode starter template and commit the current work, since most of it isn't committed yet.

Tech at a glance

Swift · SwiftUI (menus and HUD) · SpriteKit (game and physics) · GameKit / Game Center (online)

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AVFoundation (audio) · built for iOS 26. About 2,900 lines of Swift across 10 source files. The project started on April 30, 2026.

--- Work summary (continued) ---

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Round events

Wind Gust, Low Gravity, Heavy Gravity, Slippery Ground, Double TNT Damage, or no event

Game feel

Camera shake and zoom, explosions, pixel particle bursts, projectile trails, floating combat text, catapult animation, haptics

Screens

Main menu, match setup, game with build and battle HUDs, rivalry stats, unlocks, online hub, settings

Status by area

Area

Status

Notes

Local pass-and-play

Working

Full loop: setup, build, handoff, battle, round win, best-of-three, rematch

Physics and

destruction

Working

SpriteKit physics, block weights, TNT explosions, crown-fall detection

Rivalry stats

Working

Wins, losses, streaks, biggest explosion and more, saved on the device

Menus and UI

Working

Styled title screen and in-game HUDs

Sound

Partial

Sound hooks are in place, but it currently plays built-in iOS system sounds until real audio files are added

Art

Placeholder

Blocks are drawn as styled shapes; pixel-art sprites still to come

Unlocks

Scaffolded

The screen shows the default items only; nothing unlocks yet, and all ammo types can be used from the start

Settings

Partial

Sound and haptics switches are saved but don't turn anything off yet

Online play

Scaffolded

Game Center sign-in and match-saving code exist; the match lists show sample data, and there's no real matchmaking yet

What's next

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Replace placeholder blocks with pixel-art sprites and add real sound effects and music.

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Make unlocks work: earn items from play and require ammo types to be unlocked before use.

?

Connect the sound and haptics settings so the switches actually work.

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Build real turn-based online matches through Game Center.

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Tidy up the project: commit the current work (most of it isn't in version control yet), remove leftover template

code, and update the README.