

CS-376 Final Project Self Assessment

Your group should fill out one copy of this form and include it with your assignment when you turn it in.

Group

Who's in your group?

No group, just myself

Goals

Say a few words about what you wanted the game to be like. Note that if you just wanted to write some code so you could get a good grade on the project, it's fine to admit that.

This is my first 3D game, I try to keep it as simple as possible. I want it to look like a 3D version of a flappy bird, but the player is controlling a rocket instead. The aesthetic goal of this game is to make it a Challenge: Players should face some obstacles when playing, and gain pleasure when past certain obstacles.

Lessons learned

What went right?

The overall development of this game is a success. It basically includes all the features I wanted: a controllable 3D rocket, moving obstacles, and platforms, and multiple levels. In terms of the goals, it also went right that the game is challenging and makes the player urge to master it.

What went wrong?

Controlling the rocket on the z-axis can be hard so I froze the z-axis movement of the rocket. Collision with the coin items was also not really ideal so I took them out due to time constraints.

What do you wish you knew when you started?

Don't plan to do too many features, start from small. Remember to save working progress.

Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment.

1. **25** points for the game being 3D
2. The object appears on screen – **1** point
3. Object moves – **1** point
4. Object controllable by the user – **1** point
5. The object responds to collisions – **1** point
6. Object changes appearance based on some kind of event or condition – **3** point
7. The object makes sounds in response to events – **3** points
8. **1** point for each meaningfully distinct control
9. Multiple levels – **3** points

Total points I think I got

39