GPE205 - Project Milestone 1

Grading Checklist

URL of *PUBLIC* Git Repo:

URL of YouTube Video:

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| Rubric Objective | Project Proof Timecode |
| Tank Exists and Moves in (valuable) Test Environment |  |
| Player Input in Player Controller |  |
| Movement in Separate Tank Mover or Pawn |  |
| Movement uses CharacterController.SimpleMove() |  |
| Movement uses Transform.Rotate() |  |
| Tank Variables are Exposed for Designers in Separate TankData component |  |
| Shooter component fires shell in direction tank cannon (or tank) is facing. |  |
| Shooter component limited in fire rate using one of the timers covered in class. |  |
| Shells collide with other tanks, do damage to other tanks, and track which shooter fired the shell. |  |
| Shells self-destruct after time AND after collision with ANY collider |  |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components. |  |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |