GPE205 - Project Milestone 1

Grading Checklist

URL of *PUBLIC* Git Repo: <https://github.com/BTHelbrecht/GPE205.git>

URL of YouTube Video: <https://www.youtube.com/watch?v=gs9nTXU25pA&feature=youtu.be>

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| Rubric Objective | Project Proof Timecode |
| Tank Exists and Moves in (valuable) Test Environment | 0100 |
| Player Input in Player Controller | 0130 |
| Movement in Separate Tank Mover or Pawn | 0200 |
| Movement uses CharacterController.SimpleMove() | 0130 |
| Movement uses Transform.Rotate() | 0240 |
| Tank Variables are Exposed for Designers in Separate TankData component | 0300/0400 |
| Shooter component fires shell in direction tank cannon (or tank) is facing. | 0510 |
| Shooter component limited in fire rate using one of the timers covered in class. | 0320 |
| Shells collide with other tanks, do damage to other tanks, and track which shooter fired the shell. | 0550 |
| Shells self-destruct after time AND after collision with ANY collider | 0700 |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components. | 0830 |
| Bug / Error Free | 1130 |
| Comments | 1210 |
| Project Organization | 1250 |
| Game Exceeds Minimum Requirements | 1350 |