GPE104 - Project 1 - Sprite Mover

Grading Checklist

URL of *PUBLIC* Git Repo: https://github.com/BTHelbrecht/Milestone\_ONE

URL of YouTube Video: https://www.youtube.com/watch?v=QtPKEPFkk9g

Unity Version: Unity 2018.1.6f1 (64-bit)

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| Rubric Objective | Project Proof Timecode |
| Sprite Import and Display | [03:00](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=180s) |
| GetKeyDown() OR GetButtonDown() | [04:02](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=242s) |
| GetKey() OR GetButtone() OR GetAxis() | [03:47](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=227s) |
| Direct Movement by Setting Position | [03:47](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=227s) |
| Additive Movement by Adding Movement Vector to Position | [04:02](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=242s) |
| Movement Speed Public / In Inspector / Available for Designers to Change | [03:00](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=180s) |
| Simultaneous Key Presses | [04:02](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=242s) |
| MonoBehavior enabled AND disabled | [04:35](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=275s) |
| GameObject.SetActive() | [04:57](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=297s) |
| Application.Quit() | [05:20](https://www.youtube.com/watch?v=QtPKEPFkk9g&t=320s) |
| Bug/Error Free | true |
| Comments | Also have the time stamps in the Youtube comments. |
| Project Organization |  |
| Game Exceeds Minimum Requirements | true |