

Your name

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Repository <https://github.com/CingariBear/CingariBear.github.io/Book/Make>
Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Crossy Road
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Game has startup screen with Crossy Road logo sliding in from the upper right at a down angle of 30 degrees.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the game's HUD (head's up display) showing the high score, current score (number of jumps), if this is a new high score, and coins collected.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the chicken in MagicaVoxel, and imported it correctly into Unreal.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chicken jumps and rotates to look in the direction it is moving (WSAD)
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dynamically created (alternating) grassy strips (up to 19 strips), w/code to populate them with trees/rocks so there is > 1 path to pass. Trees should block sides of game. Chicken is blocked from sides of game. N_lanes decreases as game continues.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created highways (up to 19 lanes), w/code to populate them with cars/trucks, and control their movement . Multi-lane roads must have lane markers. N_lanes increases as game continues. Chicken blocked from sides.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created/deleted cars, trucks, trains, and logs , randomly moving in different directions if on different lanes of the highway, river, or RR tracks.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created RR tracks (up to 19 tracks), w/code to populate them with trains, with RR crossing arms w/point lights that shine (and ring a bell) if a train is coming. N_tracks increases as game continues. Chicken blocked from sides.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created river lanes (up to 19 lanes), w/code to populate them with logs and lily pads . River lanes should allow logs to move in both directions. N_tracks increases as game continues.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4, and rotated and scaled them to their proper proportions.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Correctly implemented crouching and jumping with delay with Blueprints or in C++, so the actor crouches as long as the arrow key (left/right/up/down) keys are pressed, but jumps immediately when it is released.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Collisions with trees, rocks, or the invisible side barriers on the highways, RR tracks, and ends of the river cause the chicken to stop moving.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with cars or trucks cause the chicken to be squashed (z direction if run over, OR x direction if it runs into the side of a truck)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Falling in water is correctly implemented: blue particle system explodes upwards, then falls down again; chicken sinks into the water and squawks.