CS-376 Final Project  
Self Assessment

# Group

*Who’s in your group?*

1. David Jin
2. Naythen Farr

# 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.*

Our main goal was to make a game that checked the boxes so we could get a decent final grade. Our secondary goal though was to make a silly, simplified version of Mario that has obviously goofy mechanics.

# Lessons learned

*What went right?*

I feel we delegated the tasks fairly well and planned out what we were going to do pretty accurately. Our process seemed very smooth.

*What went wrong?*

I think just starting a little earlier and getting it out of the way would allow us to implement a few more features more elegantly.

*What do you wish you knew when you started?*

I wish we knew a little more about how we wanted to structure our code files. We found ourselves refactoring files time and time again, and with a little more foresight, we probably could have avoided this entirely.

# Annoying grading bookkeeping

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

* Player [6 pts]
  + Appears on the screen (1)
  + Moves (1)
  + Controllable by the player (1)
  + Responds to collisions (1)
  + Makes sound in response to event – Sound when jumps (1)
  + Makes sound in response to event – Sound when dies (1)
* Goombas [4 pts]
  + Appears on the screen (1)
  + Moves (1)
  + Responds to collisions (1)
  + Makes sound in response to event – Sound when dies (1)
* Flowers [3 pts]
  + Appears on the screen (1)
  + Moves (1)
  + Makes sound in response to event – Sound when eats player (1)
* Pipes [1 pt]
  + Appear on the screen (1)
* Bricks [1 pt]
  + Appear on the screen (1)
* Coins [3 points]
  + Appear on the screen (1)
  + Responds to collisions (1)
  + Makes sound in response to event -- Sound when player picks up (1)
* Controls [2 pts]
  + A and D move the player left and right respectively (1)
  + Space bar allows player to jump (1)
* Score Counter [3 pts]
  + Appears on the screen (1)
  + Changes appearance in response to event – Goes up by 1 when player grabs coin (1)
  + Changes appearance in response to event – Displays winning message when player gets 5 coins (1)
  + Changes appearance in response to event – Displays losing message when player dies (1)
* Menus [10 pts]
  + Start menu (5)
  + Instructions menu (5)

## Total points we think we got

*Write the total number of points listed above.*

**34 points total**