GPE205 - Project Milestone 2

Grading Checklist

URL of *PUBLIC* Git Repo:

URL of YouTube Video:

Unity version:

|  |  |
| --- | --- |
| Rubric Objective | Project Proof Timecode |
| Tank still moves/shoots from Milestone 1 |  |
| Game includes at least 4 AI tanks (Controllers) |  |
| AI tank personalities detailed in text file and these personalities necessitate a different FSM per tank |  |
| Chase behavior |  |
| Flee behavior |  |
| Patrol behavior |  |
| "Hearing" (distance + noisemaker) and "Vision" (FOV, LOS, distance) |  |
| AI and Player Tanks use EXACTLY the same components (except for controller) |  |
| Each AI controller is a unique FSM |  |
| ALL movement behaviors (Chase/Flee/Patrol/Etc) expanded to use object avoidance. |  |
| 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 |  |