GPE205 - Project Milestone 2

Grading Checklist

URL of *PUBLIC* Git Repo: https://github.com/isaiah836/UATTanks/tree/Milestone2

URL of YouTube Video: https://youtu.be/UzPvCqj4Kx8

Unity version:2019.2.2f1

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| Rubric Objective | Project Proof Timecode |
| Tank still moves/shoots from Milestone 1 | Througout video i move and shoot |
| Game includes at least 4 AI tanks (Controllers) | 0:16 |
| AI tank personalities detailed in text file and these personalities necessitate a different FSM per tank | 0:30 |
| Chase behavior | 1:00 |
| Flee behavior | 1:12 |
| Patrol behavior | 1:03 |
| "Hearing" (distance + noisemaker) and "Vision" (FOV, LOS, distance) | 2:08 and 3:36 |
| AI and Player Tanks use EXACTLY the same components (except for controller) | They all use the same components i just forgot to showcase it. you can definitely see in the project though |
| Each AI controller is a unique FSM | 4:04 |
| ALL movement behaviors (Chase/Flee/Patrol/Etc) expanded to use object avoidance. | 1:57 |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components. | 4:56 |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |