GPE205 - Project Milestone 3

Grading Checklist

URL of *PUBLIC* Git Repo: https://github.com/isaiah836/UATTanks/tree/MIlestone3

URL of YouTube Video: https://youtu.be/orr66Umxa6E

Unity Version:2019.2.2f1

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| Rubric Objective | Project Proof Timecode |
| Tank still moves/shoots from Milestone 1. AI still exists from Milestone 2. | 0:14 |
| Map Generation through instantiating random tiles | 0:14 |
| Tile array exposed to designers and contains multiple (3+) tiles | 1:28 |
| Map width adjustable by designers.  Map height adjustable by designers.  Show both height and width can be changed. | 1:40 |
| Map Generation can be set to "Random Level" and a random level is generated.  (Remember to explain WHY this works.) | 2:00 |
| Map Generation can be set to "Preset Seed" and a seed can be set by designers.  (Remember to explain WHY this works.) | 2:56 |
| Map Generation can be set to "Map of the Day" and the same map will generate every day.  (Remember to explain WHY this works.) | 2:30 |
| AIs and players spawn in random tiles -- they are NOT set at level load. They are instantiated via code (and still linked in the GameManager). | 0:15 |
| Powerups spawn and are able to be picked up by players and AIs, and respawn after a designer-set time period. | 4:08 |
| Powerups effect players and AIs and can be set to expire after X seconds or be permanent stat changes. | 4:08 |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components, AND a list of all powerups spawned. | 5:35 |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |