GPE205 - Project Milestone 3

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. AI still exists from Milestone 2. |  |
| Map Generation through instantiating random tiles |  |
| Tile array exposed to designers and contains multiple (3+) tiles |  |
| Map width adjustable by designers.  Map height adjustable by designers.  Show both height and width can be changed. |  |
| Map Generation can be set to "Random Level" and a random level is generated.  (Remember to explain WHY this works.) |  |
| Map Generation can be set to "Preset Seed" and a seed can be set by designers.  (Remember to explain WHY this works.) |  |
| Map Generation can be set to "Map of the Day" and the same map will generate every day.  (Remember to explain WHY this works.) |  |
| 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). |  |
| Powerups spawn and are able to be picked up by players and AIs, and respawn after a designer-set time period. |  |
| Powerups effect players and AIs and can be set to expire after X seconds or be permanent stat changes. |  |
| 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. |  |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |