GPE205 - Project Milestone 4

Grading Checklist

URL of *PUBLIC* Git Repo: https://github.com/isaiah836/UATTanks/tree/Milestone4

URL of YouTube Video: https://youtu.be/e6d46WVIELI

Unity version:2019.2.2f1

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| Rubric Objective | Project Proof Timecode |
| wdTank still moves/shoots from Milestone 1. AI still exists from Milestone 2.  Map Generation and Powerups still work from Milestone 3. | everything still works |
| Start screen exists with Start Game, Options and Quit Game buttons that work. | 0:11 |
| Options screen exists and has settings for SFX Volume (up/down), Music Volume (up/down), One/Two player Mode, Map of the Day/Random Map. | 0:13 |
| Game music plays and is controlled by music volume option.  (Remember to explain HOW the music volume UI element controls the music volume.) | none |
| Game sounds play and are controlled by SFX volume option.  (Remember to explain HOW the music volume UI element controls the music volume.)  Sound list: (Tank fire, tank death, bullet hit, powerup sounds, buttons on menus) | none |
| Player lives, scores, and high score show in game UI, and UI functions correctly in both single player and 2 player modes. | none |
| 2 Player mode utilizes separate controls and split screen cameras.  (NOTE: DO NOT have two scenes for this. This MUST be a single scene that changes the cameras in code to work as single-player or two-player mode.) | none |
| Options and High Scores persist between sessions. (PlayerPrefs - Remember to explain HOW this works.) | there are score 0:50 but not saved |
| Game ends when BOTH lives are <= 0. Game over should work correctly in two player. (If one player runs out of lives, the other player can continue playing as a 1-player game until they run out of lives.) | players can run out of lives but there is no gameover screen 1:20 |
| Game tracks score (on screen and in UI/High Scores) for BOTH players. | soem tracking just not through a highscore table 0:51 |
| Game Manager exists, is singleton, and allows easy access to a list of player TankData components and updated list of enemy TankData components, AND a list of all powerups spawned. It also controls game logic (game state) and game-wide variables (high score, game mode, options, etc.) | 1:37 |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |