GPE205 - Project Milestone 4

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 and Powerups still work from Milestone 3. |  |
| Start screen exists with Start Game, Options and Quit Game buttons that work. |  |
| 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. |  |
| Game music plays and is controlled by music volume option.  (Remember to explain HOW the music volume UI element controls the music volume.) |  |
| 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) |  |
| Player lives, scores, and high score show in game UI, and UI functions correctly in both single player and 2 player modes. |  |
| 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.) |  |
| Options and High Scores persist between sessions. (PlayerPrefs - Remember to explain HOW this works.) |  |
| 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.) |  |
| Game tracks score (on screen and in UI/High Scores) for BOTH players. |  |
| 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.) |  |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |