GPE205 - UATanks

Grading Checklist

URL of *PUBLIC* Git Repo:

URL of YouTube Video:

Unity Version:

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| --- | --- |
| Rubric Objective | Project Proof Timecode |
| Main Menu exists and buttons for options, start game, and quit game are functional. |  |
| Options menu exists and selections for SFX Volume, Music Volume, One/Two Players, and Map of the Day/Random Map are available. |  |
| Map Generated from instantiating tiles and options setting of Map of the Day/Random Map is functional. |  |
| Map size adjustable by designers and at least 3 source tiles exist. |  |
| AIs and Players spawn (not present at level load). |  |
| 2-Player mode utilizes different controls for each player and split screen, and key player data (score, lives) tracked for each player. |  |
| Pickups spawn, are able to be picked up by players and AIs, and respawn after a set time. |  |
| Powerups effect players and AIs and can be set to expire after X seconds or be permanent stat changes. |  |
| Game includes at least 4 AI tanks that correctly utilize state machine logic. |  |
| At least one AI exhibits each of the following behaviors: Chase, flee, patrol, "hearing and vision", and all AI movement utilizes obstacle avoidance. |  |
| Player lives, scores, and high score show in game UI, and UI functions correctly in 2-player mode. |  |
| Options and High Score persist between game sessions. |  |
| Game ends when both players lives are <0. Game over condition works correctly in 2-player mode. (When one player dies, the other continues until their lives are used.) |  |
| Game Sounds play (Tank fire, tank death, bullet hit, powerup sounds, buttons on menus) and are controlled by SFX Volume setting. |  |
| 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 is Well Polished / Portfolio Ready |  |