CS-376 Final Project Self Assessment

Your group should fill out one copy of this form and include it with your assignment when you turn it in.

Group

Who's in your group?

1. Shaopeng (Frank) Gu
2. Jiale Chen
3. Zexuan Zhou

Goals

Say a few words about what you wanted the game to be like. Note that if you just wanted to write some code so you could get an good grade on the project, it's fine to admit that.

We wanted to create a game with mixture of many many features to fully demonstrate what we learnt about 2D game in this class as well getting a good grade.

Lessons learned

What went right?

The process of designing the game and implementing it went quite smoothly. We quickly decided on implementing a shooting platformer game, where the player can move, jump and shoot. With this genre of the game, it was also easy for us to add different kinds of objects into the game to obtain enough points and meet our goal. After previous assignments, writing code in c# and unity also became smooth for us. It was easy with the help of debugger to quickly implement and debug.

What went wrong?

It was a little difficult working together to design a game since it is the first time we've done so. We had different ideas on similar concepts and game objects, which required much communication within the process to make sure that everybody in the group is on the same page. More, it was also a little difficult to use GitHub to track our process and do version control in the beginning as unity is kind of weird working with it with the scene files unlike traditional files that conflicts can easily be resolved using web editor. The main difficulty is probably on the group working together in the beginning, but it also went better later as we got used to the process and communicated more and more frequently.

What do you wish you knew when you started?

We wish we knew more about how GitHub and unity works together. We also hope that we knew more about scene management as this is what we spent some time working on in the project.

Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment. Include for each item which group member worked on that item. It's acceptable for multiple people to work on a single thing, but if you tell us that everybody did everything, you will need to come meet with Ian in person to justify that.

Player (8 points):
- Appear on Screen
- Object Moves
- Controllable
- Collision
- Make sound when score
- Make sound when win
- Make sound when lose
- Background Music (continuous sound)

Monster (4 points):
- Appear on Screen
- Object Moves
- Collision
- Make sound when die

Coin (3 points):
- Appear on Screen
- Make sound when being collected
- Collision

Trap (3 points):
- Appear on Screen
- Collision
- Make sound when player collides with trap

Surprise Box (5 points):
- Collision
- Moveable
- Appear on the Screen
- Change appearance after touched
- Make sound when player collides with it

Asteroid (4 points):
- Collision
- Moveable
- Appear on the Screen
- Make sound when hits the ground

Ground (2 point)
- Appear on the screen
- Collision

Bullet (5 points):
- Appear on Screen
- Movable
- Collision

- Self-destruction
- Make sound when shoot out

Life Counter (2 points):
- Appear on Screen
- Responsive to Events

Score Board (2 points):
- Appear on Screen
- Responsive to Events

Pause Button (2 points):
- Appear on Screen
- Responsive to clicks

Destination Portal (2 points):
- Appear on Screen
- Collision

Control (3 points):
- Left right arrow to move
- Up arrow to jump
- Space to shoot

Other (1 point):
- Dynamic Spawning of Asteroids

Menus (15 point):
- Start
- Pause
- Instructions

Total points we think we got

Write the total number of points listed above.

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Who did what

For each of the items above, tell us who worked on it. Do not say "everybody worked on everything".

- Player: Frank, Jiale, Zexuan
- Monster: Jiale
- Coin: Jiale
- Trap: Jiale
- Surprise Box: Jiale, Zexuan
- Asteriod: Frank, Jiale
- Ground: Frank
- Bullet: Frank
- Life Counter: Jiale, Zexuan
- Score Counter: Frank, Jiale, Zexuan
- Pause Button: Zexuan
- Destination Portal: Jiale
- Control: Frank
- Dynamic Spawning: Jiale, Zexuan
- Menus: Zexuan