

CPSC 386 Final Project, due Sunday, 19 May 2019 (at 2355)

Your name GABRIEL MAGALLANES

Repository [https://github.com/GabeMags / CrossyRoad](https://github.com/GabeMags/CrossyRoad)

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Crossy Road
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Have Crossy Road installed as an app on their mobile phone.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Game has startup screen with Crossy Road logo sliding in from the upper ^{right} at a down angle of 30 degrees. <i>the original game is left</i>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the game's HUD (head's up display) showing the high score, current score (number of jumps), if this is a new high score, and coins collected.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the chicken in MagicaVoxel, and imported it correctly into Unreal.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chicken jumps and looks in the direction it is moving (WSAD) (no sweeping).
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created (alternating) grassy strips (up to 19 strips), w/code to populate them with trees/rocks so there is > 1 path to pass. Trees should block sides of game. Chicken is blocked from sides of game. N_lanes decreases as game continues.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created highways (up to 19 lanes), w/code to populate them with cars/trucks, and control their movement. Multi-lane roads must have lane markers. N_lanes increases as game continues. Chicken blocked from sides.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created/deleted cars, trucks, trains, and logs , randomly moving in different directions if on different lanes of the highway, river, or RR tracks.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created RR tracks (up to 19 tracks), w/code to populate them with trains , with RR crossing arms w/point lights that shine (and ring a bell) if a train is coming. N_tracks increases as game continues. Chicken blocked from sides.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created river lanes (up to 19 lanes), w/code to populate them with logs and lily pads. River lanes should allow logs to move in both directions. N_tracks increases as game continues.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4, and rotated and scaled them to their proper proportions.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Correctly implemented crouching and jumping with delay with Blueprints or in C++, so the actor crouches as long as the arrow key (left/right/up/down) keys are pressed, but jumps immediately when it is released.

<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with trees, rocks, or the invisible side barriers on the highways, RR tracks, and ends of the river cause the chicken to stop moving.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with cars or trucks cause the chicken to be squashed (z direction if run over, OR x direction if it runs into the side of a truck)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Falling in water is correctly implemented: blue particle system explodes upwards, then falls down again; chicken sinks into the water and squawks.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with trains is correctly implemented: white (and orange and red) particle system explodes upwards, then falls down again. A few feathers are left.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Eagle swoops down and carries chicken away if it doesn't move for several seconds, or moves backwards multiple times, or is carried off screen by scrolling. Note: screen scrolls forward first, to better show the eagle grabbing the chicken. Screen shows > 2 lanes in front of/behind the chicken.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the dynamic generation/destruction code for allowing the level to be continuously populated as the actor moves forward.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Used Audacity to record the music and game sounds, and implemented them: Chicken clucks when moving, squawks loudly when dying, various horn sounds, bell for train crossing warning, swoosh when train goes by, eagle shrieking.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	At least one other player has played your game and signed off on it as fun.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Optional (extra credit): First person perspective for chicken w/ominous music.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory pushed to new GitHub repository listed above

Comments on your submission

No new high score

- game does not get harder over time
- no x-direction squash onto side of truck
- feather particles are only white
- level does not dynamically destroy itself
- eagle not implemented, but chicken dies after 5 seconds idle.
(frame rate dependent)
- my mom likes to play my game ;)