CPSC 386 Final Project, due Sunday, 13 May 2020

Your name Hannah Longstreth & Traci Trojan

Repository `https://github.com/` HannahCSUF / 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**
☐	☒	(optional) Game has **startup screen** with Crossy Road logo sliding in from the upper right at a down angle of 30 degrees.
☐	☒	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.
☒	☐	Implemented the **chicken** in MagicaVoxel, and imported it correctly into Unreal.
☒	☐	Chicken **jumps and rotates to looks in the direction it is moving** (WSAD)
☒	☐	Dynamically created (alternating) **grassy strips** ((optional) 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. (optional) **N_lanes decreases as game continues.**
☒	☐	Dynamically created **highways** ((optional)up to 19 lanes), w/**code to populate them with cars/trucks, and control their movement**. Multi-lane roads must have lane markers. (optional) **N_lanes increases as game continues**. Chicken blocked from sides.
☒	☐	Dynamically **created/deleted cars, trucks, trains, and (optional) logs**, randomly moving in different directions if on different lanes of the highway, river, or RR tracks.
☒	☐	Dynamically created **RR tracks** ((optional)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. (optional)N**_tracks increases as game continues.** Chicken blocked from sides. Point lights OR bell can be used, or (optional) both.
☐	☒	Dynamically created **river lanes** ((optional)up to 19 lanes), w/code to populate them with (optional) logs and **lily pads**. (optional) River lanes should allow logs to move in both directions. (optional) N**_tracks increases as game continues.**
☒	☐	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4, and rotated and scaled them to their proper proportions.
☐	☒	**(optional) 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.
☒	☐	**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**.
☒	☐	Collisions with cars or trucks cause the chicken to be squashed (z direction if run over, OR (optional) x direction if it runs into the side of a truck). Collision with trains can be by just squashing the chicken.

☐	☒	**Falling in water** is correctly implemented: **blue particle system** explodes upwards, then falls down again; chicken sinks into the water and squawks.
☒	☐	**Collisions with trains** is correctly implemented: (optional) **white (and orange and red) particle system** explodes upwards, then falls down again. A few feathers are left. Can show chicken squashed in this version.
☒	☐	**I**mplemented the sounds of the chicken clucks when moving, squawks loudly when dying, and the eagle shrieking when it swoops down
☐	☒	**I**mplemented the sounds of the cars, trucks, trains, RR crossing arms, (optional) logs when stepped on, and coins when you pick them up.
☐	☒	**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.**
☐	☒	Optional (extra credit): **First person perspective** for chicken w/ominous music.
☒	☐	Project directory **pushed to new GitHub repository** listed above

Comments on your submission

We were stressed during this season, and unfortunately ran out of time.