GPE205 - Project Milestone 1 – Jake Fusco

Grading Checklist

URL of *PUBLIC* Git Repo: <https://github.com/Jakfusco/GPE205-Tank-Game>

URL of YouTube Video: <https://youtu.be/KmjqLDxfXHc>

Unity Version: 2019.3.15.f1

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| **Rubric Objective** | **Project Proof Timecode** |
| Tank Exists and Moves in (valuable) Test Environment | 0:15 |
| Player Input in Player Controller | 1:20 |
| Movement in Separate Tank Mover or Pawn | 0:20 |
| Movement uses CharacterController.SimpleMove() | 3:40 |
| Movement uses Transform.Rotate() | 3:40 |
| Tank Variables are Exposed for Designers in Separate TankData component | 3:30 |
| Shooter component fires shell in direction tank cannon (or tank) is facing. | 0:30 |
| Shooter component limited in fire rate using one of the timers covered in class. | 0:30 |
| Shells collide with other tanks, do damage to other tanks, and track which shooter fired the shell. | 0:30 |
| Shells self-destruct after time AND after collision with ANY collider | 0:30 |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components. | Is in build, nor shown in video |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |