GPE104 - Project 5

Grading Checklist

URL of *PUBLIC* Git Repo:

*REMEMBER: Repo MUST also contain project build ( .exe AND data folder in one zip* )

|  |  |
| --- | --- |
| Rubric Objective | Project Proof |
| Sprite import and display | **C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\SpriteIMport.png** |
| GetKeyDown() | **C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\GetkeyDown.png** |
| GetKey() | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\getKey.png |
| direct movement by setting position | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\direct movement.png |
| Additive movement | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\additive movement.png |
| Use of OnTriggerEnte2d | **C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\ontriggerexit.png** |
| Destroy on collosion | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\destroyaftercol.png |
| Use of on Trigger exit | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\destroy after delay.png |
| Destroy after delay | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\destroy after delay.png |
| Use of instanciate() | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\instanciante.png |
| Canvas screenSpace | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\canvas scrrenspace.png |
| Canvas text | **C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\canvas text.png** |
| Canvas image | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\canvas image.png |
| Canvas button | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\canvas button.png |
| Phyics2D.raycast | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\raycast2D.PNG |
| Player affected by gravity | **C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\rigid body.png** |
| Detect if player is grounded | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\detect if ground.png |
| Set amount of player jumps | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\#of jumps.png |
| Animaton blending for walk/ jump | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\animation.png |
| Startscreen/victory screen | C:\Users\benchout\AppData\Local\Microsoft\Windows\INetCache\Content.Word\screenas.png |