**A5 Team Self Assessment**  
As a group, you **must** fill out the following assessment. It will be considered by the TA to help with grading as well as a way of keeping your team on task. Fill it out to the best of your ability. Keep explanations minimal, about one jot point/sentence, but note where it is found.

**Grade Rules:**

* 0: You did not include this element in the project
* 1: You have included the element, and it is functional, but not used in the gameplay
* 2: You have included the element, and it is functional, and is meaningful to the gameplay
* **-1 mark if there is no usage notes for an included item**
* **-2 marks total if no instruction manual is submitted**
* **-2 marks if the project is included, but the game cannot be run at all**

**Usage Notes:**

* Under the notes, in one sentence or less, describe where it is used in your project
* Eg. for **Signal,** “Player’s Area2D node detects collisions with enemies to turn the player red”

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| **Description** | **Grade (0/1/2)** | **Usage Notes (Required)** |
| One [2D Sprite](https://docs.godotengine.org/en/3.5/classes/class_sprite.html) | 2 | Mob.tscn and Playeer.tscn are both 2D sprites |
| One [Sound Effect](https://docs.godotengine.org/en/3.5/classes/class_audiostreamplayer.html#class-audiostreamplayer) | 2 | Bell sound effect when a task is completed |
| [Moveable Element](https://docs.godotengine.org/en/3.5/tutorials/2d/2d_movement.html), controlled by mouse or keyboard ([input guide](https://docs.godotengine.org/en/3.5/getting_started/step_by_step/scripting_player_input.html)) | 2 | Player.tscn is moveable by the player |
| Non-player movement, [moved by code](https://docs.godotengine.org/en/3.5/getting_started/step_by_step/scripting_first_script.html) (continuous or discrete) | 2 | Task that pop up are moved using code |
| One [Collision Shape](https://www.youtube.com/watch?v=NK_SYVO7lMA) used for Collision Detection | 2 | Text Bubbles detect collision with Player |
| One [Signal](https://www.youtube.com/watch?v=NK_SYVO7lMA) being used ([text guide](https://docs.godotengine.org/en/3.5/getting_started/step_by_step/signals.html)) | 2 | Student emits a signal for tasks, completing a task emits signals |
| One basic [keyframe Animation](https://www.youtube.com/watch?v=NK_SYVO7lMA) (Using an AnimationPlayer) | 2 | Player's arms move when the player moves |
| One [Label](https://docs.godotengine.org/en/3.5/getting_started/first_2d_game/06.heads_up_display.html) (any text label is acceptable) | 2 | Score, timer, start button etc. all lave labels |
| One other [Non-Label UI Control](https://docs.godotengine.org/en/3.5/getting_started/first_2d_game/06.heads_up_display.html) (eg. Buttons, Containers, Progress Bars) | 2 | Score counter at the top of the screen. |
| One [Instanced Scene](https://docs.godotengine.org/en/3.5/getting_started/step_by_step/instancing.html) (i.e. your game is not entirely in a single \*.tscn file) | 2 | We made additional .tscn files like Mob.tscn and Player.tscn |
| **Total Grade** | 20/20 |  |