CPSC 386 Final Project, due Sunday, 23 May 2021 (at 2359)

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Repository `https://github.com/`<u>NathanYoon</u> / <u>CrossyRoad</u>

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**
✔	☐	**HUD (head's up display)** showing high and current score (jumps / coins collected)
✔	☐	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4
✔	☐	Chicken **jumps and looks in the direction it is moving** (WSAD) (no sliding).
✔	☐	Dynamically created (alternating colors of green) **grassy strips** w/**code to populate them with trees/rocks** so there is > 1 path to pass. Trees should block sides of game.
✔	☐	Dynamically created **highways**, w/**code to populate them with cars/trucks**
✔	☐	Dynamically **created/deleted cars, trucks, trains, and logs**
✔	☐	Dynamically created **RR tracks**, w/**code to populate them w/ trains**, RR crossing works
✔	☐	Dynamically created **river lanes**, w/code to populate them with logs and lily pads. River lanes should allow logs to move in both directions.
✔	☐	**Chicken cannot move if it runs into trees, rocks, or sides of side barriers (20/80 %)**
✔	☐	Running into cars or trucks cause chicken to be squashed (z), OR flattened (x direction)
✔	☐	**Falling in water causes water explosion and chicken sinks into water and squawks.**
☐	✔	**Eagle swoops and grabs chicken** if it doesn't move or screen scrolls it off.
✔	☐	**Dynamic generation/destruction of lanes of grass, highway, RR and rivers.**
✔	☐	Recorded and implemented chicken, vehicles, coin, and log sounds.
✔	☐	Project directory **pushed to new GitHub repository** listed above

Comments on your submission

<u>Coins have a 1 in 100 chance of spawning, sound may be a bit loud so you</u> <u>might want to turn it down a little before playing. To play go to the contents</u> <u>folder, select the crossyroad map and enjoy!</u>