GPE205 - Project Milestone 1

Grading Checklist

URL of *PUBLIC* Git Repo: https://github.com/R3M3MB3R3D/UATanks

URL of YouTube Video:

Unity Version: 2019.1.0f2

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| Rubric Objective | Project Proof Timecode |
| Tank Exists and Moves in (valuable) Test Environment | Self-Evident |
| Player Input in Player Controller | “InputControl” Script |
| Movement in Separate Tank Mover or Pawn | “TankMove” Script |
| Movement uses CharacterController.SimpleMove() | “TankMove” Line 25 |
| Movement uses Transform.Rotate() | “TankMove” Line 33 |
| Tank Variables are Exposed for Designers in Separate TankData component | “TankData” Script |
| Shooter component fires shell in direction tank cannon (or tank) is facing. | “TankAttack” Line 44 |
| Shooter component limited in fire rate using one of the timers covered in class. | “TankAttack” Line 42 |
| Shells collide with other tanks, do damage to other tanks, and track which shooter fired the shell. | “CannonBallControl” Line 43 |
| Shells self-destruct after time AND after collision with ANY collider | “CannonBallControl” Line 20,34,41  All colliders are labelled. |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components. | GameManager exists, but does not interact with the rest of the game as of yet. |
| Bug / Error Free | Self-evident |
| Comments | Self-evident |
| Project Organization | Self-evident |
| Game Exceeds Minimum Requirements | Ammo count, secondary weapon |