Assignment 1 Checklist			
Name:		ID#:	Lab#:
Feature			
Modeling	Player (4 **Different** primitives)		
	At least FOUR scene boundaries of at least 2 primitives each		
	At least FOUR obstacles of at least 2 primitives each		
	At least FOUR collectables in the scene, all drawn with at least 3 primitives		
	ONE goal, of at least 5 primitives		
	TWO different power ups, of at least 4 primitives each		
	At least ONE power up of each type is displayed		
	The collectables, power ups, obstacles should look different.		
	Power ups appear randomly in the scene		
	Collectables appear randomly in the scene		
	The player's health bar is displayed on screen		
	The health bar is updated upon live loss or gain		
Collisions	Player is limited to go out of the game boundary		
	Player can not pass through all obstacles in the scene		
	Player can collide with collectables		
	Player can collide with goal		
	Player can collide with the power ups		
	The player loses a live upon collision with obstacles		
	The player can miss the collectables and powerups		
Animation	Player movement within the screen(left, right, up and down)		
	The player rotates in the direction of motion		
	Collectables are placed randomly in the game scene		
	Collectables animation in place		
	Goal object animation in place		
	Power ups' objects animation in place		
	Animation in the background (Something animated in the background)		
	The power ups have TWO functionalities		
	The power ups effect times out after few seconds		
Text	Display score on screen		
	Display game time on screen		
	The score variable increases upon collecting collactables		
	The score updates reflects on the screen		
	Game end screen with game win or lose text		
Game Theme	Game Theme must be consistent		
	Consistent color scheme		
Sound (Bonus)	Background sound played during the whole game		
	Special sound played upon collecting collectables		
	Special sound played upon collecting the game goal		
	Special sound played upon game win and game end		
Texture(BONUS)	Background texture		
	Textured player		
	Textured obstacles		
	Textured goal		