GPE104 - Project 5

Grading Checklist

URL of *PUBLIC* Git Repo:

URL of YouTube Video:

Unity Version:

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

|  |  |
| --- | --- |
| Rubric Objective | Project Proof Timecode |
| Sprite Import and Display |  |
| GetKey() OR GetButton() OR GetAxis() |  |
| Application.Quit() |  |
| Movement Speed Available for Designers to Change(Ball) |  |
| Additive Movement by Adding Movement Vector to Position |  |
| Random.Range() |  |
| Destroy() on Collision |  |
| Destroy after Delay (lifespan) |  |
| Use of OnTriggerEnter2D() |  |
| Use of OnTriggerExit2D() |  |
| Canvas ( Screen Space ) |  |
| Canvas Text Object |  |
| Canvas Image Object |  |
| Canvas Button Object |  |
| Canvas Scaling |  |
| Music |  |
| Multiple Scenes |  |
| Start Screen / Victory Screen / Fail Screen |  |
| Sounds on Player Death / Player Hit / Enemy Death / Item Pickup |  |
| Player Moves Right/Left |  |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |