

Project Checklist		
Project Title:		Team Name:
Names:	ID:	P#:
1)		
2)		
3)		
4)		
<b>First environment:</b> <b>Everything is textured with exception for small objects.</b> Background (sky for outdoor scenes) Ground Obstacles Collectibles Target	<input type="checkbox"/>	
<b>Second environment:</b> <b>Everything is textured with exception for small objects.</b> Background (sky for outdoor scenes) Ground Obstacles Collectibles Target	<input type="checkbox"/>	
<b>Different environments in object shapes, background and ground textures</b>	<input type="checkbox"/>	
<b>Camera First Person + Camera Third Person</b> (both moving with the player in all directions, left, right, forward, backward)	<input type="checkbox"/>	
<b>Game goal</b> (there is a target for each level)	<input type="checkbox"/>	
<b>Calculation of a final score</b> (score displayed on screen throughout the game)	<input type="checkbox"/>	
<b>Keyboard navigation</b> <b>Mouse navigation</b>	<input type="checkbox"/>	
<b>Light Effect</b> (light source change color, or two light sources with different color intensities) <b>Light Animation</b> (translation or rotation of a light source, continuous animation)	<input type="checkbox"/>	
<b>The implementation of obstacle avoidance or collision detection</b> (disappearance of collectibles, player cannot go through obstacles, ...)	<input type="checkbox"/>	
<b>Animation with every user interaction</b> (sound effects or animations applied to the player, obstacles, collectibles, targets, ...)	<input type="checkbox"/>	
<b>Project Completeness</b> (All points mentioned in the proposal are fulfilled)	<input type="checkbox"/>	
<b>Handling game boundaries</b> (Player does not get out of the scene borders)	<input type="checkbox"/>	
<b>Bonus: Creativity (original ideas) or Extra features</b>	<input type="checkbox"/>	