| Text  Description automatically generated CO1301 Games Concepts | 2022 - 2023 |
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| Assessment 1 Report | |

*This form should be submitted together with your Assessment 1’s .cpp file and demo video. You* ***MUST*** *fill this form using the provided input spaces. Keep your answers clear and succinct and ensure the form does not overflow to a second page.*

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| ID Number | G20982067 | Full Name | Serdyukov Antoniy |

For each feature from the assessment brief listed in the table below, check its associated radio button if you have implemented the feature, or leave the radio button unchecked if you have not implemented the feature.

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| **0 – 49** | | **50 – 59** | | **60 -69** | | **70 - 100** | |
| Basic Scene |  | Updated Camera |  | Cube Model Array |  | Randomised (Re)spawn |  |
| Sphere Movement |  | Points |  | Sphere to Box |  | Hyper Mode |  |
| Camera Movement |  | Scale Player |  | GameWon State |  | NPCs |  |
| Pause |  |  |  |  |  | Points Ranking |  |
| Quit |  |  |  |  |  |  |  |
| Box Pickup |  |  |  |  |  |  |  |

1. Provide a state transition diagram to describe the behaviour of your game. (Paste an image in the box below)

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