A5 Team Self Assessment

As a group, take the time to fill out the following assessment. It will be considered by the TA to help with grading as well as a way of keeping your team on task. Fill it out to the best of your ability. Keep explanations minimal, about one jot point/sentence.

Grade Rules:
- 0: You did not include this element in the project
- 1: You have included the element, and it is functional, but not used in the gameplay
- 2: You have included the element, and it is functional, and is meaningful to the gameplay

Usage Notes:
- Under the notes, in one sentence or less, describe where it is used in your project
- Eg. for **Signal,** "Player Area2D detects collision to turn red"

Description	Grade (0/1/2)	Usage Notes (Required)
One 2D Sprite		
One Sound Effect		
Moveable Element, controlled by mouse or keyboard		
Non-player movement, moved by code (continuous or discrete)		
One Collision Shape used for Collision Detection		
One Signal being used		
One basic keyframe Animation (Using an AnimationPlayer)		
One Label (any text label is acceptable)		
One other Non-Label UI Control (eg. Buttons, Containers, Progress Bars)		
One Instanced Scene (i.e. your game is not entirely in a single *.tscn file)		
Total Grade	/20	