Brian Yang, Quinn Varma, Braden Wormsbecher

Description	Grade	Usage Notes
One 2D Sprite	2	The skier sprites - ski1.png under AnimatedSprite
One Sound Effect	2	Sound effects play to signify a skier has fallen or died.
Moveable Element, controlled by mouse or keyboard	2	The player picks up and moves Skier.tscn using the mouse.
Non-player movement, moved by code (continuous or discrete)	2	Skier.gd controls the skiers' movement.
One Collision Shape used for Collision Detection	2	CollisionShape2D under Skier.tscn allows for collision between skiers and interaction with the player's mouse
One Signal being used	2	_on_Skier_area_entered function emits the "trip" signal when skiers collide, allowing on_Skier_trip function to be called, halting the collided skiers' movements.
One basic keyframe Animation (Using an AnimationPlayer)	2	The skiers' animations when they fall or are moved are under AnimatedSprite
One Label (any text label is acceptable)	2	The ScoreLabel and HighScore labels under HUD.tscn display the player's current score and highest achieved score.
One other Non-Label UI Control (eg. Buttons, Containers, Progress Bars)	2	The Player_Health_Bar under HUD.tscn shows the player how close they are to the game's loss condition.
One Instanced Scene (i.e. your game is not entirely in a single *.tscn file)	2	Our game is split into three scenes - SpawnerScene.tscn (the main scene), Skier.tscn, which controls the skier objects, and HUD.tscn, which controls the UI elements.
Total Grade	20/20	