CS-376 Final Project  
Self Assessment

Your group should fill out one copy of this form and include it with your assignment when you turn it in.

# Group

*Who’s in your group?*

1. Yuchen Wang

2. Mengnan He

# Goals

*Say a few words about what you wanted the game to be like. Note that if you just wanted to write some code so you could get an good grade on the project, it’s fine to admit that.*

We would like to build a 3D game that a player can move around in a maze. The player wins if he/she enters the exit of the maze with a health value larger than 0. The player will lose if he/she does not find the exit of the maze with a health value equals to 0.

We would like to put monsters in the maze to increase the playability of the game.

# Lessons learned

*What went right?*

*The movement of the players and the monsters. The collision between the monsters and the player*

*What went wrong?*

*The rotation of the players, the rotation of the player will affect the changes in player’s transform which could result in movement errors.*

*We did not keep the dynamic spawning because there is no time for implementing killing the monsters.*

*We used github repo to collaborate but the different versions of our updates sometimes have conflicts against each other and caused repetitive work, being more familiar with tools will help.*

*What do you wish you knew when you started?*

3d game is not easy to implement. The 3D text will be covered by other 3d objects in the scene.

Need to turn the object collider into convex before the game runs.

# Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment. Include for each item which group member worked on that item. It’s acceptable for multiple people to work on a single thing, but if you tell us that everybody did everything, you will need to come meet with Ian in person to justify that.

1. 3D game: 25 points for the game being 3D
2. Player: 7
   1. Object appears on screen – 1 point
   2. Object moves – 1 point
   3. Object controllable by the user – 1 point
   4. Object responds to collisions – 1 point
   5. Object changes appearance based on some kind of event or condition – 1 point per event condition: player turns red when colliding with monsters.
   6. ​​Object makes sounds in response to events – 1 point per event up to 3 points for a given kind of object: 2 points, 1 point for colliding with the monster, one point for eating the point on the ground.
3. Monster:2
   1. Object appears on screen – 1 point
   2. Object moves – 1 point
4. Fruits: 3
   1. Object appears on screen – 1 point
   2. Object responds to collisions – 1 point
   3. Object changes appearance based on some kind of event or condition - 1 point (it disappear)
5. Health Value Text: 2 point
6. Game Text: 2 point(indicating if it is lose or win)
7. Controls: 2 points
   1. Mouse control – 1 point
   2. Keypress control – 1 point
8. Menus: 15 points
   1. Pause – 5 point
   2. Instructions – 5 point
   3. Play– 5 point
   4. Restart

## Total points we think we got

*58*

# Who did what

For each of the items above, tell us who worked on it. Do not say “everybody worked on everything”.

* Yuchen Wang writes the aesthetic goals, core loop and Preliminary design in the dev log.
* Player Movement: Yuchen Wang writes the player movement
* Monsters: Yuchen Wang writes the monster’s movements
* Spawner: Yuchen Wang writes the monster’s spawner, though it is not used in the final version
* Collision: Yuchen Wang writes the code for the collision of each objects.
* Text Building: Yuchen Wang builds both the health value text and game text.
* Camera movement: Mengnan He writes the camera’s position and rotation transform to make it follow the player and present player’s view in the maze
* Coin: Mengnan He writes the coin( for player to gain points)
* Mengnan He builds the overall 3D scene for the maze
* Mengnan He builds the menu section, including start, pause and instructions.