

Self-Assessment: Hero

1. Camera Setting completed

- Height of 100

2. Hero completed

- Size 5x5
- Left/Right (AD) Keys: rotation
- Key-M to toggle between mouse/keyboard control
- In mouse mode: position is controlled by the mouse
- In keyboard mode: Initial speed is 20 units/sec
- In keyboard mode: Up/Down (WS) keys control speed *smoothly*
- Space-bar spawns egg at 0.2 second per egg
- Destroys an enemy when collided

3. Egg Behavior completed

- Size 1x1
- Orientation follows that of Hero's transform.up
- Travels towards its transform.up at 40 units/sec
- Expires when collide with enemy
- Expires when leaves the world bound
- Graded based on proper application status echo of number of eggs currently in the world

4. Enemies completed

- Size: 5x5
- Maintains 10 enemies in the world
- Spawned randomly within 90% of world boundaries
- Destroyed by hero collision
- Gradual loosing of power (alpha-channel) by Egg collision
- Destroy by 4th Egg collision

5. Application Status completed

- Hero: control mode and collision with enemy count
- Egg: number in the world
- Enemy: total number in the world + number destroyed