**Term Project Grading**

**Team members:**

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**Requirement fulfilled:**

**√** It must have something to do with computer graphics   
**√** There must be something in the project that is new to you.

**√** It must be possible for you to demonstrate your project.  
**√** You should design a project that will require your group a total of 8 hours to complete. (Actual time spent: approximately **20** hours)

**Game Overview:**

This is a 2D pixel game that is made with Unity.

The player is able to move, jump, and collect the item, which is the “Cherry” in this game.

The number of “Cherry” collected will be showing in the upper left of the game scene.

There is an “enemy”, which is the “Frog” in this game.

When the player hits the “Frog” from either left direction or right direction, the player will “bounce” in the game, which is displayed as another player image.

When the player steps on the frog from the above, the “Frog” will disappear (being eliminated).

There is a background music in this game. When the player jumps, there is a jumping music comes along with the animation. When the player collections the “Cherry”, there is a collecting music comes along with the animation.

When the player falls off the ground, the player will be reset back on the ground.

**Lighting:**

There is a lighting surrounding around the player, it will move as the player moves. The “fire” in the game has lighting surrounding it too, when the player is far from the “fire”, the fire light dims. When the player gets closer to the fire light, the fire light brightens.

**What’s New:**

1. The ability of physical collisions in the game
2. The animation is able to switch as the collision takes place
3. The game’s graphic environment
4. The ability to collect items
5. The background music and animation music
6. The ability to count the item collections
7. Player and player control
8. The mechanism of the interactions between the “enemy” and the player