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. Emmy Khawsam-ang
2. Alex Li

# 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.*

Our goal was to create a fun mini-golf game with 5 levels and we tried to incorporate all that we had learned throughout the course to create this game.

# Lessons learned

*What went right?*

We worked well as a team and we successfully created the game we wanted that included different sounds, materials, and the line renderer for the golf ball. We also created menus and score keeping well.

*What went wrong?*

Unfortunately, we did not have enough time for save and load features but that was the one thing we wish we could have done additionally in this project.

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

We wish we knew how long/complicated save and load would take.

# Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment.

* Object appears on screen
  + Ball (1)
  + Obstacles (1)
  + Water (1)
  + Hole (1)
  + Sand (1)
  + Level Score Counter (1)
  + Game Score Counter (1)
  + High Score Counter (1)
* Object moves
  + Ball (1)
* Object controllable by user
  + Ball (1)
* Object responds to collisions
  + Ball (1)
* Object changes appearance based on some kind of event or condition
  + Ball:
    - changes color when rolling vs resting (1)
    - changes velocity when going over sand (1)
    - changes position when it hits water (1)
  + Level Score Counter
    - changes when ball makes a move for each level (1)
  + Game Score Counter
    - keeps track of number of ball moves for entire game (all 5 levels) (1)
  + High Score Counter
    - keeps track of high score from all games, changes when game ends if high score achieved (1)
* Object makes sounds in response to events
  + Ball
    - Makes sound when hits water (1)
    - Makes sound when hits obstacles (1)
* Mouse control (1)
* Keypress control
  + Press p to pause game (1)
* Menus
  + Start Menu (5)
  + Pause Menu (5)
  + Restart Menu (5)
* Five levels (5)

## Total points we think we got

*Write the total number of points listed above.*

41 points