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, with implentation of save/load features and menus. We wanted to incorporate the knowledge we learned from this class in our final project, especially because both of us did not have Unity knowledge before this.

# Lessons learned

*What went right?*

*What went wrong?*

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

# Annoying grading bookkeeping

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

* (1) object appears on screen - golf ball
* (1) object appears on screen - hole
* (1) object appears on screen - obstacles
* (1) object moves - golf ball
* (1) object controllable by user - golf ball
* (1) object responds to collisions - golf ball
* (1) object responds to collisions - hole
* (1) object responds to collisions - obstacles
* (2) object makes sounds in response to events ( golf ball makes sounds when it is hit + gets in the hole)
* (1) object makes sounds in response to events (walls when they’re hit)
* (1) object changes appearance based on event or condition ( score counter changes when ball is hit)
* (1) object changes appearance based on event or condition ( ball is diff color based on status of able to pull / moving or not)
* (1) mouse control
* (1) keyboard control (p key for pause)
* (5) start menu
* (5) pause menu
* (5) restart menu
* (5) multiple levels - 5 levels
* (10) implementing game save/restore

## Total points we think we got

*Write the total number of pointslisted above.*

45 points