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. Hunter Cordes
2. Josh Matkowsky
3. Tae In Shim

# 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 wanted the game to be reminiscent of tower defense games. We wanted the graphics and sound design to be pleasing while keeping the game simple and fun to play. We also wanted it to have dynamic difficulty and give the player themselves a part in the action besides just spawning towers.

# Lessons learned

*What went right?*

Processes such as animation and player control went very smoothly without much hiccups. Scoring and general functions such as health, deaths, tower shooting, shop purchasing went pretty well. As well audio sources and design worked fine.

*What went wrong?*

UI elements were tough to deal with some time not responding properly due to inappropriate hooks or overlay issues. Collision detection with towers and enemies was also troubling as it depended on the type of rigid body for each object as well as their collision trigger. GitHub and conflicts in code were a big issue in the biggening as we had to determine which files should be uploaded and how to prevent corruption of data.

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

Something we wish we knew before starting was how to properly create and hook UI elements to functions and scenes. How to properly manage GitHub merging and conflicts relating to specific game files and assets.

# 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.

* Menus – 15 (Hunter)
  + Start, Instructions, Pause menu
* Objects - 12
  + Player (Tae), Enemy (Hunter/Josh), Bullet (Tae), Gun (Tae), VFX (Tae), BasicTower (Josh), IceTower (Josh), HealthBar (Hunter), Base (Hunter), Toolbar (Hunter/Josh), Money Counter (Hunter)
* Controls - 3
  + Shoot (Click), WASD to move, Place towers (click)
* Player - 6
  + Moves, controllable by user, responds to collisions, changes appearance (3)
* Enemies - 4
  + Enemy movement, responds to collisions, makes sounds (2)
* Gun - 4
  + Moves, controllable by user, changes appearance (1), makes sound
* Bullet - 3
  + Moves, responds to collisions, changes appearance (1)
* VFX - 1
  + Dynamic spawning (dust)
* BasicTower - 3
  + Responds to enemies, responds to collisions, makes a sound
* IceTower - 2
  + Responds to enemies, responses to collisions
* HealthBar - 2
  + Changes length and color based on base health
* Base - 1
  + Responds to enemy collisions
* Toolbar - 1
  + Interactive by user
* Money Counter - 2
  + Responds to purchasing of items, responds to killing of enemies

## Total points we think we got

*Write the total number of pointslisted above.*

*59 points*

# Who did what

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

* Josh: Worked on Tower functionality (shooting, detection), tool bar functionality (placing towers), enemy movement, audio responses.
* Hunter: Worked on UI elements such as main menu, pause menu, instructions, health bar, toolbar (decoration and purchasing), money counter. Also worked on a couple of objects such as the base and enemy.
* Tae: Worked on spiriting and animations, created SFX, worked on enemy spawning, developed Player, Gun, and Bullet objects.