GPE104 - Project 1 - Sprite Mover

Grading Checklist

URL of *PUBLIC* Git Repo: https://jacheima@bitbucket.org/jacheima/intro-to-game-programming.git

URL of YouTube Video: https://youtu.be/3wI\_5Cisk\_M

Unity Version: 2018.2

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| --- | --- |
| Rubric Objective | Project Proof Timecode |
| Sprite Import and Display | 0:51 |
| GetKeyDown() OR GetButtonDown() | 3:42 |
| GetKey() OR GetButtone() OR GetAxis() | 5:32 |
| Direct Movement by Setting Position | 6:30 |
| Additive Movement by Adding Movement Vector to Position | 4:30 |
| Movement Speed Public / In Inspector / Available for Designers to Change | 2:31 |
| Simultaneous Key Presses | 1:27 |
| MonoBehavior enabled AND disabled | 7:52, 9:37 |
| GameObject.SetActive() | 7:03, 10:15 |
| Application.Quit() | 9:03 |
| Bug/Error Free | 9:37 |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |