GPE104 - Project 4 - Super UAT Bro's

Grading Checklist

URL of *PUBLIC* Git Repo: <https://github.com/jacheima/GPE104_Project_4>

URL of YouTube Video: <https://www.youtube.com/watch?v=qQoVSBRE0y8&feature=youtu.be>

Unity Version: 2018.2.5

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| Rubric Objective | Project Proof Timecode |
| Player Moves Right/Left | 2.37 |
| Player affected by Gravity | 3.02 |
| Detect if Player is “Grounded” | 3.02 |
| Player can only jump a designer-set number of times (Double Jump) | 3.21 |
| Animation Blending for Idle/Walk/Jump | 4.36 |
| Sounds on Player Death / Player Hit / Enemy Death / Item Pickup | 3.36 |
| Music | 2.00 |
| Multiple Scenes | 5.27 |
| Start Screen / Victory Screen / Fail Screen | 1.57 |
| Checkpoints | 3.56 |
| Bug / Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |