GPE205 - Project Milestone 1

Grading Checklist

URL of *PUBLIC* Git Repo: <https://github.com/jacheima/GPE205>

URL of YouTube Video: https://youtu.be/fpPfZTwgxiU

Unity Version: 2019.1.0f2

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| Rubric Objective | Project Proof Timecode |
| Tank Exists and Moves in (valuable) Test Environment | 00:35 |
| Player Input in Player Controller | 04:06 |
| Movement in Separate Tank Mover or Pawn | 04:46 |
| Movement uses CharacterController.SimpleMove() | 04:46 |
| Movement uses Transform.Rotate() | 04:46 |
| Tank Variables are Exposed for Designers in Separate TankData component | 05:46 |
| Shooter component fires shell in direction tank cannon (or tank) is facing. | 02:38 |
| Shooter component limited in fire rate using one of the timers covered in class. | 02:38 |
| Shells collide with other tanks, do damage to other tanks, and track which shooter fired the shell. | 01:16, 03:30 |
| Shells self-destruct after time AND after collision with ANY collider | 01:30 |
| Game Manager exists, is singleton, and allows easy access to player TankData component and updated list of enemy TankData components. | 06:40 |
| Bug / Error Free | 07:00 |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |