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. Benjamin Auby
2. Janna Lee
3. Arthur Mendes

# 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 to create a game in which you could switch between characters, such as a monkey, turtle, and bunny, and they all had their own abilities. At one point we even had wanted to have a flying squirrel, but that was thrown out for time. We thought that this would be a good way to mess around with Unity and try to create something a bit more unique. It would be a platformer, which we thought would be fun to create, and you’d unlock the characters as you go through. Initially, we had thought it would be cool to be able to switch instantaneously between characters, but that was thrown out down the line.

# Lessons learned

*What went right?*

I think we all learned a lot about what it would look like working on a game project in a group. We had divided a lot of the work into parts, and had different people work on different things. A lot of the coding itself wasn’t necessarily groundbreaking, but the collaboration aspect was certainly something that was fun to experience. That said, a lot of the basic coding and workshopping of the game went well.

*What went wrong?*

A lot of issues arose with using GitHub and merging. Sometimes it would throw out sprites for no reason, and that was kind of difficult to deal with. Also, in all honesty, we should have started the project earlier, as it became a time crunch as the deadline approached.

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

I wish we knew how long of a process this would be, especially when dealing with GitHub and merging code. If we had scheduled out the process better, we could have avoided this in a sense, but regardless it was completed.

# 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 (3 menus, up to 5 points each) – 15: Arthur
* Bunny (Controllable, appears on screen, moves, responds to collision, makes 2 sounds in response to events) – 6: Ben and Janna
* Turtle (Controllable, appears on screen, moves, responds to collision, makes 1 sound in response to events) – 5: Ben and Janna
* Monkey (Controllable, appears on screen, moves, responds to collision, makes 2 sounds in response to events) – 6: Ben, Janna, and Arthur
* Platform (Moves, appears on screen, makes a sound in response to events) – 3: Janna
* Flag (Appears on screen, moves, responds to collision, makes a sound in response to events) – 4: Janna
* Monkey Background (Appears on screen, changes appearance based on moving the character) – 2: Janna
* Bunny Background (Appears on screen) – 1: Janna
* Turtle Background (Appears on screen) – 1: Janna
* Ground (Appears on screen) – 1: Ben and Janna
* Levels (3 levels, one point per level) – 3: Ben, Arthur, and Janna
* Thorns (Appears on screen, responds to collision) – 2: Ben
* Vines (Appears on screen, controllable by user in sense of climbing) – 2: Arthur
* Spiders (Appears on screen, responds to collision, moves) – 3: Ben and Janna
* Coin (Appears on screen, responds to collisions, changes appearance in response to events) – 3: Janna

## Total points we think we got

*Write the total number of pointslisted above.*

**57**

# Who did what

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

* Menus: Arthur
* Bunny: Ben and Janna
* Turtle: Ben and Janna
* Monkey: Ben, Janna, and Arthur
* Platform: Janna
* Flag: Janna
* Monkey Background: Janna
* Bunny Background: Janna
* Turtle Background: Janna
* Ground: Ben and Janna
* Levels: Ben, Arthur, and Janna
* Thorns: Ben
* Vines: Arthur
* Spiders: Ben and Janna
* Coin: Janna