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. John Nguyen
2. Evan Nagareda

# 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 a good grade on the project, it’s fine to admit that.*

We wanted to make a dungeon crawler that would satisfy the 40 points.

We didn’t want to try too hard so we didn’t include a lot of unique sprite or cool feature.

We just wanted to make a very basic game that worked.

# Lessons learned

*What went right?*

The project went pretty smoothly.

*What went wrong?*

I spent like 30 minutes trying to make a sprite appear on the screen only to realize that it was rotated in the scene. We also spent a long time trying to get the bullet shots to instantiate with the correct rotation and velocity vector.

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

I wish I knew more intuitively how Quaternions work. I also wish I knew how to implement cursor graphics and interactions more smoothly.

# Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment.

* Objects:
  + Player Square
    - Appears on screen – 1 point
    - Moves – 1 point
    - Controllable by user – 1 point
    - Responds to collision – 1 point
    - Square changes color when enemy collides – 1 point
    - Sound plays when the player shoots – 1 point
  + Player Bullets
    - Appear on screen – 1 point
    - Moves – 1 point
    - Respond to collision - 1 point
  + Turtle Enemies
    - Appear on screen– 1 point
    - Moves – 1 point
    - Responds to collisions – 1 point
    - Make a sound when destroyed – 1 point
  + Score counter
    - Appears on screen – 1 point
    - Score changes when destroying enemies – 1 point
    - A sound plays when the goal score is reached – 1 point
  + Health counter
    - Appears on screen – 1 point
    - Health changes when hit by an enemy – 1 point
  + Walls
    - Appear on screen – 1 point
    - Responds to collisions – 1 point
    - Make a noise when shot – 1 point
  + Boxes
    - Appear on screen – 1 point
    - Responds to collisions – 1 point
    - Changes color when hit by bullets – 1 point
    - A sound plays when it is destroyed – 1 point
* Controls:
  + The arrow keys or WASD move the player – 1 point
  + The left mouse button makes the player shoot – 1 point
  + The escape key pauses the game – 1 point
* Other:
  + Start menu – 5 points
  + Pause menu – 5 points
  + 2 levels – 2 points
  + Win screen – 1 point

## Total points we think we got

*Write the total number of points listed above.*

41/40