CPSC 386 Final Project, due Sunday, 19 May 2019 (at 2355)

Your name Kelsey Yim

Repository `https://github.com/`kelseyyim/CrossyRoadAlpha

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Crossy Road
☑	❑	Have Crossy Road installed as an app on their mobile phone.
☑	❑	Game has **startup screen** with Crossy Road logo sliding in from the upper right at a down angle of 30 degrees. Seems specific but I do have a start up screen
❑	❑	Implemented the **game's HUD (head's up display)** showing the high score, current score (number of jumps), if this is a new high score, and coins collected.
☑	❑	Implemented the **chicken** in MagicaVoxel, and imported it correctly into Unreal.
☑	❑	Chicken **jumps and looks in the direction it is moving** (WSAD) (no sweeping).
❑	❑	Dynamically created (alternating) **grassy strips** (up to 19 strips), w/**code to populate them with trees/rocks** so there is > 1 path to pass. Trees should block sides of game. Chicken is blocked from sides of game. **N_lanes decreases as game continues.** dynamically create yes, no to alternating yes yes no
❑	❑	Dynamically created **highways** (up to 19 lanes), w/**code to populate them with cars/trucks, and control their movement**. Multi-lane roads must have lane markers. **N_lanes increases as game continues**. Chicken blocked from sides. yes
☑	❑	Dynamically **created/deleted cars, trucks, trains, and logs**, randomly moving in different directions if on different lanes of the highway, river, or RR tracks. no yes
❑	❑	Dynamically created **RR tracks** (up to 19 tracks), w/**code to populate them with trains**, with RR crossing arms w/point lights that shine (and ring a bell) if a train is coming. N**_tracks increases as game continues.** Chicken blocked from sides.
❑	❑	Dynamically created **river lanes** (up to 19 lanes), w/code to populate them with logs and lily pads. River lanes should allow logs to move in both directions. N**_tracks increases as game continues.** yes no
☑	❑	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4, and rotated and scaled them to their proper proportions.
☑	❑	**Correctly implemented crouching and jumping with delay** with Blueprints or in C++, so the actor crouches as long as the arrow key (left/right/up/down) keys are pressed, but jumps immediately when it is released.

☑	❑	**Collisions with trees, rocks, or the invisible side barriers** on the highways, RR tracks, and ends of the river cause the **chicken to stop moving**.
❑	☑	Collisions with cars or trucks cause the chicken to be squashed (z direction if run over, OR x direction if it runs into the side of a truck)
❑	❑	**Falling in water** is correctly implemented: **blue particle system** explodes upwards, then falls down again; chicken sinks into the water and squawks.
❑	❑	**Collisions with trains** is correctly implemented: **white (and orange and red) particle system** explodes upwards, then falls down again. A few feathers are left.
❑	☑	**Eagle swoops down and carries chicken away** if it doesn't move for several seconds, or moves backwards multiple times, or is carried off screen by scrolling. **Note: screen scrolls forward first, to better show the eagle grabbing the chicken. Screen shows > 2 lanes in front of/behind the chicken.**
☑	❑	**Implemented the dynamic generation/destruction code** for allowing the level to be continuously populated as the actor moves forward.
❑	☑	**Used Audacity to record the music and game sounds**, and implemented them: Chicken clucks when moving, squawks loudly when dying, various horn sounds, bell for train crossing warning, swoosh when train goes by, eagle shrieking.
☑	❑	**At least one other player has played your game** and signed off on it **as fun**. Jason Hasselle signed it off as fun :)
❑	☑	Optional (extra credit): **First person perspective** for chicken w/ominous music.
☑	❑	Project directory **pushed to new GitHub repository** listed above

Comments on your submission

I have collision logic but my way of learning Unreal is touching every checkbox and seeing how they affect actors. So I must've unchecked something important for the collisions to no longer recognize "on event overlap"s. You can check my blueprints for the river and orange cars to see that I do have the logic for on event overlap and it was working at some point but I didn't have time to fix it :(