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* Babylon.js Basics (1-6 points each)
  + Shapes:
    - Boxes created in setupPlayer() (CreateBox())
    - Boxes created in setupBugs() (CreateBox())
    - Plane created in createScene() (CreatePlane())
  + Position, rotation, scaling:
    - Position accessed and changed throughout including in createScene(), setupPlayer(), setupBugs(), and in setupControls()
    - Rotation on meshes in frogImportFinished() in setupPlayer()
    - Rotation in createScene() (on the spot mesh).
    - lookAt() function in createScene() rotates certain meshes.
    - Scaling done in setupBugs()
  + Materials:
    - Material set, changed, and added throughout including in createScene(), setupPlayer(), and in setupBugs().
  + Cameras:
    - Camera setup and changed to follow the player in setupCamera()
    - Camera properties accessed in setInterval() in createScene()
  + Lights:
    - Hemispheric light setup in setupLights()
  + Animation:
    - Animation dynamically created in scene.registerBeforeRender() in setupControls() (CreateAndStartAnimation()) to make the bugs follow the player
    - Animation dynamically created in setInterval() in createScene() to shoot lasers
  + Collisions:
  + Raycasts:
    - Implemented in setupRay() (implemented but not fully functioning)
  + Sprites:
    - Life icon sprites used in setupLifeIcons();
  + Particles:
    - Particles setup in frogImportFinished() in setupPlayer() as “smoke” coming out of laser gun
  + Environment:
    - Background color changed in setupEnv()
    - Fog setup in setupEnv()
  + Height map:
  + Shadows:
    - Implemented in setupShadows() (implemented but not fully functioning)
* Advanced Babylon.js (2-10 points each)
  + GUI and events:
    - GUI to show controls in setupMenu(), setupInstructions(), and showInstructions()
  + Sounds and music
  + Physics:
    - Physics enabled in createScene()
    - PhysicsImpostors used throughout: in setupGround(), setupPlayer(), setupPlatforms(), and in setupControls() (enables jumping by calling setLinearVelocity())
* Other Tools (2-10 points each)
  + Gimp:
    - Used to create sprite asset.
  + Inkscape
  + Blender
    - Used to create main player (frog) asset
* Creativity (1-10 points)
  + Game with a clean, aesthetic look with a definite direction in the art and style of the game.
* Appropriateness, consistency, uniformity (1-10 points)
  + Consistent game with a consistent look and feel.
  + Features and pieces all serve to create a fun game of survival.