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. Austin Wu
2. Brandon Luna
3. Lazar Gueorguiev

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.

The game is meant to be like a variation of space invaders, with a take on dogfighting. There's an incorporation of different projectiles, enemy types, and a boss.

Lessons learned

What went right?

The music went very right. But also, it helped having experience through the various game jams because we were able to piece together different elements without having to spend hours learning new techniques.

What went wrong?

Orchestrating every component of the project through Github between 3 people was very difficult. It made it hard for multiple people to work on the same files without causing merge conflicts.

What do you wish you knew when you started?

There was not anything in particular that we wished we knew. The course instruction prepared us well enough for the final project.

Annoying grading bookkeeping

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

- The Player (7 Points)
  - 1 point for being visible, moving, responding to collisions, controllable by user
  - 3 Sounds (bullet fire, missile fire, getting hit)
- Bird (4 Points)
  - 1 point for being visible, moving, responding to collisions, and self-destructs
- Basic Enemy (3 Points)
  - 1 point for being visible, moving, responding to collisions
- Medium Enemy (3 Points)
  - 1 point for being visible, moving, responding to collisions
- Final Boss (4 Points)
  - 1 point for being visible, moving, responding to collisions
  - 1 point for continuous sound (Boss Battle music)
- Bullets (4 Points)
  - 1 point for being visible, moving, responding to collisions, and self-destructs
- Missiles (4 Points)
  - 1 point for being visible, moving, responding to collisions, and self-destructs
- Menus (15 Points)
  - Start Menu
  - Death Menu
  - Menu between levels
- Dynamic Spawning (1 Point)
  - For birds
- 5 Levels (5 Points)
- Controls (3 Points)
  - Moving left and right, fire bullet, fire missile (Bullets and missiles are separate controls)
- Health Status (2 Points)
  - 1 Point for being visible, and changing appearance based on events
- Victory Text (2 Points)
  - 1 Point for being visible and changing appearance based on events

Total points we think we got

Write the total number of points listed above.

57 points