

## Assignment 2 Evaluation sheet

Name:		ID#:
Feature		
Modeling	<del>Player (6 primitives)</del>	<input type="checkbox"/>
	<del>Three scene boundaries of at least 2 primitives each</del>	<input type="checkbox"/>
	<del>Ground with minimum 1 primitive</del>	<input type="checkbox"/>
	<del>2 main objects with minimum 5 primitives each</del>	<input type="checkbox"/>
	<del>3 other objects with 3 primitives each</del>	<input type="checkbox"/>
	<del>At least 1 goal( or more) of 3 primitives in total</del>	<input type="checkbox"/>
	<del><b>ALL objects are colored</b></del>	<input type="checkbox"/>
Animations and Controls	<del>Player's motion is limited within the game boundaries</del>	<input type="checkbox"/>
	<del>Player movement within the screen(left, right, up and down)</del>	<input type="checkbox"/>
	<del>The player rotates in the direction of motion</del>	<input type="checkbox"/>
	<del>Player collides with the goal</del>	<input type="checkbox"/>
	<del>The goal disappears upon collision</del>	<input type="checkbox"/>
	<del>5 animations for scene objects that starts with one key press and stops with another</del>	<input type="checkbox"/>
	<del>The goal object(s) animates in its place throughout the game</del>	<input type="checkbox"/>
	<del>The colors of the bounding walls keep on changing every interval of time.</del>	<input type="checkbox"/>
	<del>The camera can move freely in the scene</del>	<input type="checkbox"/>
	<del>3 keys for each view: top, front and side</del>	<input type="checkbox"/>
Game End	<del>The game ends with time</del>	<input type="checkbox"/>
	<del>A game win</del>	<input type="checkbox"/>
	<del>A game lose</del>	<input type="checkbox"/>
Game Theme	<del>Game Theme must be consistent</del>	<input type="checkbox"/>
Bonus	Complex 3D models (very detailed models). Minimum number three different models of at least 10 primitives each.	<input type="checkbox"/>
	Sound for every action (background music, sound effect for animations, sound effect for collisions). Minimum number is three different sounds.	<input type="checkbox"/>