

Assignment 2 Evaluation sheet

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