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. Nathaniel Hardy
2. Julian Dailey
3. Akwasi Boachie
4. Kevin Mendoza Tudares

# 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.*

We wanted the game to be a fun 3D top-down shooter with multiple levels and moderate difficulty.

# Lessons learned

*What went right?*

The coding went well. Even though all members of the group had several different parts of the project to work on, we were able to have them come together decently and function as expected. Communication between members was also handled well and use of Github kept us organized.

*What went wrong?*

Specifically, UI in 3D was difficult and took longer than expected. As the rest of the project depended on those parts to be completed, it slowed our progress. It was also at times difficult to apply what we learned from the 2D homework assignments to 3D.

*What do you wish you knew when you started?*

Knowing more about Unity for 3D, as the documentation and tutorials were very specific and dense with not much reward as well as knowing more how to look for our Unity-specific questions.

# Annoying grading bookkeeping

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

* Player (5)
  + Appears on screen (1)
  + Moves (1)
  + Controllable by the user (1)
  + Collisions (1)
  + Sounds in response to events (1)
* Enemy (5)
  + Appears on screen (1)
  + Moves (1)
  + Collisions (1)
  + Continuous sound (1)
  + Sounds in response to events (1)
* Obstacles (2)
  + Appears on screen (1)
  + Collisions (1)
* Bullets (4)
  + Appears on screen (1)
  + Moves (1)
  + Collisions (1)
  + Sounds in response to events (1)
* Score Counter (3)
  + Appears on screen (1)
  + Changes appearance (1)
  + Sounds in response to events (1)
* Controls (5)
  + WASD (1)
  + Spacebar (1)
  + Mouse movement (1)
  + Mouse click (1)
  + Q (1)
* Other (56)
  + 3D (25)
  + Welcome Menu (5)
  + Pause Menu (5)
  + Instructions Menu (5)
  + Dynamic spawning of objects (1)
  + 5 Levels (1x5)
  + Game Save and Restore (10)

## Total points we think we got

*Write the total number of points listed above.*

80