

# CPSC 386 Final Project, due Sunday, 13 May 2020

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Repository <https://github.com/mhousworth/CrossyRoadProject>

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Crossy Road
<input type="checkbox"/>	<input checked="" type="checkbox"/>	(optional) Game has <b>startup screen</b> with Crossy Road logo sliding in from the upper right at a down angle of 30 degrees.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Implemented the game's <b>HUD (head's up display)</b> showing the high score, current score (number of jumps), if this is a new high score, and coins collected.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the <b>chicken</b> in MagicaVoxel, and imported it correctly into Unreal.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chicken <b>jumps and rotates to looks in the direction it is moving</b> (WSAD)
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created (alternating) <b>grassy strips</b> ((optional) up to 19 strips), w/ <b>code to populate them with trees/rocks</b> so there is > 1 path to pass. Trees should block sides of game. Chicken is blocked from sides of game. (optional) <b>N_lanes decreases as game continues</b> .
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created <b>highways</b> ((optional)up to 19 lanes), w/ <b>code to populate them with cars/trucks, and control their movement</b> . Multi-lane roads must have lane markers. (optional) <b>N_lanes increases as game continues</b> . Chicken blocked from sides.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically <b>created/deleted cars, trucks, trains, and (optional) logs</b> , randomly moving in different directions if on different lanes of the highway, river, or RR tracks.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created <b>RR tracks</b> ((optional)up to 19 tracks), w/ <b>code to populate them with trains</b> , with RR crossing arms w/point lights that shine (and ring a bell) if a train is coming. (optional) <b>N_tracks increases as game continues</b> . Chicken blocked from sides. Point lights OR bell can be used, or (optional) both.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created <b>river lanes</b> ((optional)up to 19 lanes), w/code to populate them with (optional) logs and <b>lily pads</b> . (optional) River lanes should allow logs to move in both directions. (optional) <b>N_tracks increases as game continues</b> .
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4, and rotated and scaled them to their proper proportions.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>(optional) Correctly implemented crouching and jumping with delay</b> with Blueprints or in C++, so the actor crouches as long as the arrow key (left/right/up/down) keys are pressed, but jumps immediately when it is released.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<b>Collisions with trees, rocks, or the invisible side barriers</b> on the highways, RR tracks, and ends of the river cause the <b>chicken to stop moving</b> .
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with cars or trucks cause the chicken to be squashed (z direction if run over, OR (optional) x direction if it runs into the side of a truck). Collision with trains can be by just squashing the chicken.

	<input type="checkbox"/>	<b>Falling in water</b> is correctly implemented: <b>blue particle system</b> explodes upwards, then falls down again; chicken sinks into the water and squawks.
	<input type="checkbox"/>	<b>Collisions with trains</b> is correctly implemented: (optional) <b>white (and orange and red) particle system</b> explodes upwards, then falls down again. A few feathers are left. Can show chicken squashed in this version.
-->	<input checked="" type="checkbox"/>	Implemented the sounds of the chicken clucks when moving, squawks loudly when dying, and the eagle shrieking when it swoops down
-->	<input checked="" type="checkbox"/>	Implemented the sounds of the cars, trucks, trains, RR crossing arms, (optional) logs when stepped on, and coins when you pick them up.
	<input type="checkbox"/>	<b>Eagle swoops down and carries chicken away</b> if it doesn't move for several seconds, or moves backwards multiple times, or is carried off screen by scrolling. <b>Note: screen scrolls forward first, to better show the eagle grabbing the chicken. Screen shows &gt; 2 lanes in front of/behind the chicken.</b>
	<input type="checkbox"/>	Optional (extra credit): <b>First person perspective</b> for chicken w/ominous music.
	<input checked="" type="checkbox"/>	Project directory pushed to new GitHub repository listed above
<b>Comments on your submission</b>		
For the marked rows, all sounds except the eagle and coins exist, as the 2 are not implemented		