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. Rachel Ruddy
2. Akash Deo
3. David Park
4. Minseo Kim

# 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 our game to be something none of us had created before. For us, it was an experiment, a way to learn new Unity techniques, like 3D game programming. Our original vision was a 3D bowling simulator, but to reach the point goal we ended up needing to add in powerup-type items that would affect gameplay. The simulator was not meant to be exact, but to capture the original core mechanics of bowling in a virtual format.

# Lessons learned

*What went right?*

* Implementing objects and movement in 3D proved to be a manageable task.
* We had a working base game (ball launch and knock down pins) finished quickly, which allowed us time to build it up
* Division of tasks meant that different people were able to work on different aspects of the game at the same time, which improved efficiency

*What went wrong?*

* We struggled to settle on a project idea, because we all had high aspirations but little time to see them through.
* Sharing code was a struggle as we ran into many merge conflicts when using GitHub. This slowed our progress significantly.
* Communication and in-person collaboration was difficult due to everyone’s external class assignment and exams, so there was some confusion over responsibilities and what had already been done

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

* We wish we had known more about effectively sharing Unity code over GitHub to have a smoother development process
* We wish we had had a better understanding of the timeline needed to develop a game like this, so we weren’t left rushing at the end to reach our point goal.
* We wish we had blocked out more time to finish the mechanics earlier so as to have polished up the appearance of our game.

# Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment. Include for each item which group member worked on that item. It’s acceptable for multiple people to work on a single thing, but if you tell us that everybody did everything, you will need to come meet with Ian in person to justify that.

* 3D game: 25 points
  + All members worked on this, by nature of the format, but Akash handled scene design
* Title menu: 5 points
  + Rachel made this
* Dynamic spawning of power items: 1 point
  + Design by Minseo, implementation by Akash
* Ball: 6 points
  + Object appears on screen, moves, controllable by user, responds to collisions, makes sound in response to ball launch, makes sound in response to barrier hit
  + Ball aiming + launch coded by Rachel (see also: controls)
  + Powerup effects coded by Akash and David
  + Sound handled by Minseo
* Pins: 3 points
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Created and programmed by Minseo
* Barriers + Alley: 2 points
  + Objects appear on screen, make continuous sound
  + Implemented by Akash, sound added by Rachel
* Angle arrow: 4 points
  + Object appears on screen, moves, controllable by user, changes appearance in response to event (hides when ball launched, shows again when level resets)
  + Implemented by David
* Speed powerup: 3 points total
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Akash & David worked on this, Minseo handled sound
* Score multiplier: 3 points
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Akash & David worked on this, Minseo handled sound
* Size powerup: 3 points
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Akash & David worked on this, Minseo handled sound
* Speed power down: 3 points
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Akash & David worked on this, Minseo handled sound
* Score demultiplier: 3 points
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Akash & David worked on this, Minseo handled sound
* Size decreaser: 3 points
  + Object appears on screen, responds to collisions, makes sound in response to collision with ball
  + Akash & David worked on this, Minseo handled sound
* Scoreboard: 3 points
  + Object appears on screen, changes in response to score increment, changes in response to win/lose
  + Coded by Akash
* Controls: 3 points
  + Arrow keys for ball angling, A/D for ball shifting left/right, spacebar for ball launch
  + Coded by Rachel

## Total points we think we got

**Total points earned: 70**

# Who did what

For each of the items above, tell us who worked on it. Do not say “everybody worked on everything”.

(This section is completed in the section above)