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. Natalie Cheng

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.

I wanted my game to be Christmas themed with a retro pixel aesthetic.

Lessons learned

What went right?

I think the aesthetic of the game fits my vision pretty well. I was able to find sprites that matches the theme of what I imagined.

What went wrong?

I struggled a bit with getting the grinch spawner working. It was the first time I had worked with random spawning, and especially figuring out where whether to spawn.

What do you wish you knew when you started?

I wish I had better outlined all the features I wanted to include before starting. I found that sometimes in the middle I would become confused on what features I was implementing.

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.

one person team, I worked on everything

- Pause Screen (5pts)

- Menu Screen (5pts)
- Instructions/Help Screen (5pts)
- Santa (Player)
    - Object appears on screen (1pt)
    - Object moves (1pt)
    - Object controllable by player (1pt)
    - Object responds to collisions (1pt)
- Grinch
    - Object appears on screen (1pt)
    - Dynamic spawning (1pt)
    - Object makes sounds (on spawn and on spook; 2pts)
    - Object changes appearance (on spook; 1pt)
- Gift
    - Object appears on screen (1pt)
    - Object moves (1pt)
    - Object controllable by player (1pt)
    - Object makes sounds (when placed; 1pt)
- Sleigh
    - Object appears on screen (1pt)
    - Object makes sounds (gift pickup; 1pt)
    - Object responds to collisions (1pt)
- Village map objects
    - Object appears on screen (1pt)
    - Object responds to collisions (1pt)
- Timekeeper
    - Object appears on screen (1pt)
    - Object changes appearance (1pt)
- Controls
    - Space (pick up/place gifts; 1pt)
    - Arrow keys (movement axis; 1pt)

Total points we think we got

Write the total number of points listed above.

Who did what

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

I worked on this project alone, so I worked on every item.