

## 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?*

- Nate Sowder
- Jackson Oh
- Orrian Arnold

### 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 a good grade on the project, it's fine to admit that.*

Our main goal was to make a successful, somewhat fun game with as free bugs as possible. As we developed our version of frogger, our aesthetic goals of challenge and sensation really came to the forefront and we strived to make a game that fit those goals.

### Lessons learned

*What went right?*

General bug issues, but more importantly auto-generat

*What went wrong?*

General bug issues, but more importantly auto-generation of obstacles and platforms was a challenge that we never really solved. We wanted the game to always have a possible solution, but with auto-generation, that was not always possible. We ended up using looping platforms to circumvent the issue

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

We wish we understood platform auto-generation better and we wish we understood just how much it takes to make a game that is always winnable. Sometimes making a game easier can be just as difficult as making the game hard.

### 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.

- 17 objects that appear on the screen

- Cars 1-5
- Log
- Log 3
- Log 4
- Log 6
- Turtles 2
- Turtles 3
- Frogger
- Score
- Lives
- Time
- Home
- Pause Screen

- 15 objects that move

- Cars 1-5
- Log
- Log 3
- Log 4
- Log 6
- Turtles 2
- Turtles 3
- Frogger
- Score
- Lives
- Time

- 1 Controllable Object

- Frogger

- 15 objects respond to collisions

- Cars 1-5
- Log
- Log 3

- Log 4
- Log 6
- Turtles 2
- Turtles 3
- Frogger
- Lives
- Home
- Game Over Screen/Text
- 7 objects that make sounds in response to events
  - Score
  - Cars 1-5
  - Game Over Screen/Text
- 6 Buttons
  - WASD/Arrow Keys to move
  - P to Pause and unpause
  - ENTER to restart after a game over

Total points we think we got: 61 points!

*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”.

- Frogger: Nate worked on everything for the frog(movement, etc.)
- Cars 1-5: Orrian worked on the car's movement, sprites, etc.
- Log, Log 3, Log 4, Log 6: Jackson worked on logs
- Turtle, Turtles 2, Turtles 3: Jackson worked on the turtles
- Score: Nate and Jackson worked on the scoring
- Time: Orrian worked on the timer
- Game Over Screen: Orrian worked on this
- Pause Menu: Jackson worked on the pause menu
- Sound: Jackson and Orrian worked on sound
- Lives: Nate worked on lives
- Home: Nate worked on Home
- Background/General bugs: Everyone collaborated to work on these issues as they came