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. Samuel Johnson
2. Austin Smith

# 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.*

We wanted the game to be a little funny but ultimately get a good grade

# Lessons learned

*What went right?*

Implementing the main visuals and functions (sprites, controls)

*What went wrong?*

Having difficulty with the object boundaries, spawner logic, too many collisions

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

How to make a 3D game, how to use collision layers

# 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.

Objects [30 Points]:

* Ship (Player) [7 points]
  + Appears on Screen
  + Moves
  + Controllable
  + Responds to Collisions
  + Consistent Flying Sound
  + Sound on Shoot Laser
  + Sound on Shoot Rocket
* Coins [4 points]
  + Appears on Screen
  + Moves
  + Responds to Collisions
  + Pickup Noise
* Enemies [6 points]
  + Appears on Screen
  + Moves
  + Collisions
  + Changes Appearance Based on Damage
  + Sound on Death
  + Sound on Hit
* Fired Projectile (Rockets/Lasers) [3 points]
  + Appears on Screen
  + Moves
  + Responds to Collisions
* Counters (Health/Level/Rockets/Coins/Score) [2 points]
  + Appears on Screen
  + Changes Appearance
* Power Bar [3 points]
  + Appears on Screen
  + Changes Appearance over Time
  + Changes Appearance on Firing Laser
* Health Bar [4 points]
  + Appears on Screen
  + Changes Appearance when Heal
  + Changes Appearance on Damage
  + Makes sound when you lose health
* Menu Buttons [1 point]
  + Appears on Screen

Controls [3 points]

* Fire on Button
* Movement on Key Press
* Heal on Button Press

Other [19 points]

* Start Menu [5 points]
* Store Menu [5 points]
* Pause Menu [5 points]
* Dynamic Spawning [1 point]
* 3 Levels [3 points]

## Total points we think we got

52

# Who did what

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

Austin Smith Samuel Johnson

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