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. Christopher Lindland

# 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 initially wanted the game to be a maze game, but later realized that it was more fitting and fun to build a formula 1 simulator.

# Lessons learned

*What went right?*

I think each level has a lot of features in it which is really cool

*What went wrong?*

The game isn’t quite as challenging or as immersive as I wanted it to be.

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

I wish I knew how challenging it would be to create levels that accomplish both of my Aesthetic goals because it can be hard to balance the two.

# 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.

* I have 6 different objects that appear on screen
* One object moves
* It is controllable by the player
* 6 collisions can happen in the game
* 3 different types of sounds happen in the game based on collisions
* There are two axes of control
* There are two levels
* I did all of this because I was in a solo group

## Total points we think we got

*Write the total number of pointslisted above: 21*

# Who did what

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

I did it all of it because I was in a solo group.