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. Mudi Li
2. Chengze Li

# 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.*

The main goal is to create a simplified real-time version of Castle Panic (A co-op tower defense tabletop).

# Lessons learned

*What went right?*

The difficulty of the game is about right to make players feel pressured and stimulated.

RNG does have a significant impact.

Music and sounds helped a lot with aesthetics.

*What went wrong?*

Just like the original game, it does not feel completely like a “tower defense” game.

Without the co-op and trading system, the game became more like a “reaction and fast thinking” game.

The 3D perspective made the game harder to control, and no significant improvement on aesthetics for now.

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

Using GitHub to collaborate on a game is fun.

# 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.

* The map (1 pt): Appears on screen.
* The castle (4 pts): Appears on screen, responds to collisions, changes appearance, makes sounds.
* Enemies (5 pts): Appear on screen, move, respond to collisions, change appearance, make sounds.
* Cards (4 pts): Appear on screen, change appearance, make sounds (select and attack).
* The aim line (2pts): Appears on screen, controllable.
* The discard button (2 pts): Appears on screen, changes appearance.
* The survival timer (3 pts): Appears on screen, changes appearance, make sounds.
* The BGM (1 pt): Makes continuous sound.
* Controls (3 pts): Move the camera, select and aim, discard cards.
* Other (31 pts): 3D, gameover menu, dynamic spawning.

## Total points we think we got

*Write the total number of pointslisted above.*

56

# Who did what

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

* The map (1 pt): Mudi
* The castle (4 pts): Mudi, sounds by Chengze.
* Enemies (5 pts): Mudi, sounds by Chengze.
* Cards (4 pts): Chengze.
* The aim line (2pts): Mudi.
* The discard button (2 pts): Mudi.
* The survival timer (3 pts): Chengze.
* The BGM (1 pt): Chengze.