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. Pengxiang Zhang
2. Hao Zhang

# Goals

*Make a game player is able to enjoy.*

# Lessons learned

*What went right?*

Able to finish the assignment on time.

*What went wrong?*

Not able to have more texture.

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

Plan what we want for the game ahead of time.

# Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment.

* 3D game (25 points)
* Menus (15 points)
  + Play, Exit, Credits, Instruction, Go back
* Control (3 points)
  + Able to click menu, Able to move using keyboard, Able to move using joystick.
* The ball (4 points)
  + Visible, Moves, Controllable by user, response to collision
* The Pickup (3 points)
  + Moves, Response to collision, play sound on score
* Ground (3 Point)
  + Visible, Response to collision, play sound on lost
* Finish Line (3 Point)
  + Visible, Response to collision, play sound on win.

## Total points we think we got

*55*