CS-376 Final Project Self-Assessment

# Group

*Who’s in your group?*

1. Elizabeth Petersen
2. Nathan Timmerman
3. Jacob Wat

# 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.*

For the most part, our goal for this project was to create a game that would give us a good grade. We were also inspired by an inside joke involving toads which is the base idea of our game.

# Lessons learned

*What went right?*

Most of our game went very well. We successfully implemented the menu functions first and then moved onto the necessary game functions. Then after adding in the background and sprites, we added the sounds for the game. All in all, the game we designed was very successful in terms of implementation.

*What went wrong?*

Of course, there are always a few hiccups. One big problem was that there was a problem with a couple of the audio clips, but we were able to solve them or remove them without messing up the game or dropping below the points requirement.

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

Handling the camera system was something that had a bit of a learning curve, but for the most part, a lot of our game is very consistent with the material we’ve been learning this quarter. With that said, using the knowledge we’ve gained from this class, we were able to efficiently finish our final product.

# Annoying grading bookkeeping

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

* Menus (15 pts)
  + Start menu (5 pts)
  + Pause menu (5 pts)
  + Instructions menu (5 pts)
* Controls (9 pts)
  + s (1 pt) (move past start menu)
  + i (1 pt)  (open instructions menu)
  + c (1 pt) (close instructions menu)
  + p (1 pt) (open pause menu)
  + r (1 pt) (resume game/close pause menu)
  + Esc (1 pt) (restart game)
  + Right arrow (0.5 pt) (move toad)
  + Left arrow (0.5 pt) (move left)
  + Up arrow (1 pt) (jump)
  + Space bar (1 pt) (shoot rocket)
* Toad Object (9 pts)
  + Appears (1 pt)
  + Moves (1 pt)
  + Controlled by user (1 pt)
  + Responds to collisions (1 pt)
  + Changes appearance (2 pts total)
    - When it hits fly (1 pt)
    - When it hits frog (1 pt) (either turns red and dies or turns from yellow to white)
  + Sound via event (3 pts total)
    - When it fires rocket (1 pt)
    - When it runs into fly (1 pt)
    - When it runs into frog (like a thud or something) (1 pt)
* Rocket Object (4 pts)
  + Appears (1 pt)
  + Moves (1 pt)
  + Responds to collisions (1 pt)
  + Changes appearance (1 pt) (disappears when it hits something)
* Laser Object (6 pts)
  + Appears (1 pt)
  + Moves (1 pt)
  + Responds to collisions (1 pt)
  + Changes appearance (1 pt) (disappears when it hits something)
  + Sound via event (2 pts total)
    - When it hits toad (1 pt)
    - When it fires (1 pt)
* Fly Object (3 pts)
  + Appears (1 pt)
  + Responds to collisions (1 pt)
  + Changes appearance (1 pt) (disappears when eaten)
* Frog Object (4 pts)
  + Appears (1 pt)
  + Responds to collisions (1 pt)
  + Changes appearance (2 pts total)
    - Disappears when hit by rocket (1 pt)
    - Turns green when it eats toad (1 pt)
* Spaceship Object (5 pts)
  + Appears (1 pt)
  + Moves (1 pt) (lift off when toad wins)
  + Responds to collisions (1 pt)
  + Changes appearance (1 pt) (when toad boards after the 60 seconds)
  + Sound via event (1 pt) (when toad boards after the 60 seconds)
* Countdown Timer (2 pts)
  + Appears (1 pt)
  + Changes appearance (1 pt)
* Hit Counter (2 pts)
  + Appears (1 pt)
  + Changes appearance (1 pt)

## Total points we think we got

*Write the total number of points listed above.*

* **59 points total**