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. Panyang Qi
2. Yuanxi Chen
3. Yuxiang Liu
4. Yinuo Yang

# Goals

*Implement a good game and get a good score on that.*

# Lessons learned

*What went right?*

A good game architecture makes a good game.

*What went wrong?*

Object.Find() method is time-consuming if there are too many objects active in our game.

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

How to make a good animation.

How to balance the game.

# Annoying grading bookkeeping

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

* Menus: start menu, pause menu, instruction menu. (15 points)
* Save and load (10 points)
* Control: mouse, keypress (2 points)
* WomanArcher: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* WomanWarrior: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* WomanAttacker: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* ElfArcher: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* ElfAttacker: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* KnightPikeman: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* KnightWarrior: 1 point for each for being visible, responding to collisions, moving, changing appearance based on moving, attacking and dead, making continuous sound (7 points)
* Gold Counter: 1 point for each for being screen, changing based on time. (2 points)
* Heath Counter: 1 point for each for being screen, changing based on castle health. (2 points)
* Total points we think we got

*Write the total number of pointslisted above.*

80 points.