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. Isaias Lipa
2. Si Woo Park

# 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.*

We wanted to have a game inspired by PacMan. We wanted it to be similar but a little bit harder. We made the enemies more difficult to kill by only having a 5 second to kill them and when they respawn, they can immediately go out into the map again.

# Lessons learned

*What went right?*

What went right was most of the features including the movement of the enemies, the player, the interaction between them, and the items to be collected in the map. Along with the music and the different menus implemented.

*What went wrong?*

What went wrong was the layout of the map, it is not 100% symmetrical. There are parts that are not straight, thus sometimes you need more than one movement to continue going left. Since the map was not straight, many of the eatable items also go skewed.

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

We created the map first just using boxes. What I wished we had considered when doing this was how straight were the wall and if the distance between them was the same. This would have helped us with enemy behavior and their movement, along with having a better user experience. Moreover, the different sprites that we wanted to use in order to make the game more enjoyable since it was difficult to find them and incorporate them into our game.

# Annoying grading bookkeeping

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

* Item1
* Item2
* …

## Total points we think we got

*Write the total number of pointslisted above.*