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. Thomas Barnett
2. John Alex Banta

# 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 goal of this game was, to the best of our ability, to remake Wii Play Tanks.

# Lessons learned

*What went right?*

We were able to get a lot of the fun aspects of the original game to work, such as the bullets bouncing and the mouse aiming to fire. We were also lucky to find a pretty sweet asset folder online that let us have cool-looking tanks and turrets. Though the best find was the original sound files from Wii Play Tanks which helped really evoke nostalgia (at least for us).

*What went wrong?*

Our level select system is also a tad clunky, but functional, so we didn’t want to mess with it for fear of breaking it. We also realized that having the enemies be functional AI with movement was likely biting off more than we could swallow while juggling all of our other finals.

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

Overall there weren’t too many hiccups in getting everything working, just the standard research for stuff like animating a game object for the explosions or having a game object always face the mouse.

# Annoying grading bookkeeping

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

* Player Tank (5)
  + Object appears on screen – 1 point
  + Object moves – 1 point
  + Object controllable by the user – 1 point
  + Object responds to collisions – 1 point
  + Object makes sounds in response to events – 1
* Enemy Turret (3)
  + Object appears on screen – 1 point
  + Object moves – 1 point
  + Object responds to collisions – 1 point
* Shell (4)
  + Object appears on screen – 1 point
  + Object moves – 1 point
  + Object responds to collisions – 1 point
  + Object makes sounds in response to events – 1
* Destructible Box (2)
  + Object appears on screen – 1 point
  + Object responds to collisions – 1 point
* Explosion (3)
  + Object appears on screen – 1 point
  + Object makes sounds in response to events – 1
  + Object changes appearance based on some kind of event or condition – 1 point
* Smoke Puff (3)
  + Object appears on screen – 1 point
  + Object makes sounds in response to events – 1
  + Object changes appearance based on some kind of event or condition – 1 point
* Tire Treads (1)
  + Object appears on screen – 1 point
* Wall (1)
  + Object appears on screen – 1 point
* Controls (2)
  + WASD Movement - (reused)
  + Mouse Aiming - 1 point
  + Left Click Fire - 1 point
* Menus (15)
  + Main Menu - 5 points
  + Level Select - 5 points
  + Pause - 5 points
* Levels (5)
  + Level 1 - 1 point
  + Level 2 - 1 point
  + Level 3 - 1 point
  + Level 4 - 1 point
  + Level 5 - 1 point

## Total points we think we got: 44

*Write the total number of points listed above.*