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. Estella Xu

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.

At first, I just wanted to make a 3D game of some sort, but then I ended up having a lot of fun making more of a storyline/adding world building for the game (the objective planet's government wants you to show loyalty before you land).

Lessons learned

What went right?

- I'm happy with the mechanics of the game.
- I like the world-building, and it seems reasonable.
- The game has a good amount of challenge.

What went wrong?

- It didn't really "go wrong" in the end but getting the inputs correct took me a while. I wish I would've fully understood how to use the input manager and my DebugWidgets to expedite the process.

What do you wish you knew when you started?

- I should have written more to-do lists in terms of e.g., having to connect GameObjects to scripts in the Inspector, since I spent a while going back and forth assigning public variables in the inspector because I kept forgetting that I needed to do something.

Annoying grading bookkeeping

Please list all the things you think you got points for based on the criteria given in the assignment. Include for each item which group member worked on that item. It's acceptable for multiple people to work on a single thing, but if you tell us that everybody did everything, you will need to come meet with Ian in person to justify that.

- Object 1: enemies
  - Appears on screen, responds to collision, changes appearance (when hit), makes a sound when hit
  - 4 points
- Object 2: green planet
  - Appears on screen, responds to collision
  - 2 points
- Object 3: asteroids
  - Appears on screen, responds to collisions
  - 2 points
- Object 4: enemy missiles
  - Appears on screen, moves, responds to collisions, changes appearance (destroyed when hits something or after time to live expires)
  - 4 points
- Object 5: player missiles
  - Appears on screen, moves, controllable by user, responds to collisions, changes appearance (when hitting something), makes continuous sound
  - 6 points
- Control 1: left joystick
  - Controls movement
  - 1 point
- Control 2: right joystick
  - Controls rotation/looking
  - 1 point
- Control 3: back right button
  - Controls shooting
  - 1 point
- 3D game
  - 25 points
- Dynamic spawning
  - 1 point

Total points we think we got

Write the total number of points listed above.

47 points

Who did what

For each of the items above, tell us who worked on it. Do not say "everybody worked on everything".

- I worked individually