








CPSC 386 Final Project, due Sunday, 13 May 2020

Your name: Yashab Narang

Repository: <https://github.com/yashabnarang/Crossy-Road-UE4>

Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Crossy Road
<input checked="" type="checkbox"/>	<input type="checkbox"/>	(optional) Game has startup screen with Crossy Road logo sliding in from the upper right at a down angle of 30 degrees. right left (better design)
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Implemented the game's HUD (head's up display) showing the high score, current score (number of jumps), if this is a new high score, and coins collected.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Implemented the chicken in MagicaVoxel, and imported it correctly into Unreal.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chicken jumps and rotates to look in the direction it is moving (WSAD)
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dynamically created (alternating) grassy strips ((optional) up to 19 strips), w/ code to populate them with trees/rocks so there is > 1 path to pass. Trees should block sides of game. Chicken is blocked from sides of game. (optional) N_lanes decreases as game continues .
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dynamically created highways ((optional) up to 19 lanes), w/ code to populate them with cars/trucks, and control their movement . Multi-lane roads must have lane markers. (optional) N_lanes increases as game continues . Chicken blocked from sides.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Dynamically created/deleted cars, trucks, trains, and (optional) logs , randomly moving in different directions if on different lanes of the highway, river, or RR tracks.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dynamically created RR tracks ((optional) up to 19 tracks), w/ code to populate them with trains , with RR crossing arms w/point lights that shine (and ring a bell) if a train is coming. (optional) N_tracks increases as game continues . Chicken blocked from sides. Point lights OR bell can be used, or (optional) both.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dynamically created river lanes ((optional) up to 19 lanes), w/code to populate them with (optional) logs and lily pads . (optional) River lanes should allow logs to move in both directions. (optional) N_tracks increases as game continues .
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Imported all actor, safe area, obstacle and miscellaneous 3d assets into Unreal 4, and rotated and scaled them to their proper proportions.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	(optional) Correctly implemented crouching and jumping with delay with Blueprints or in C++, so the actor crouches as long as the arrow key (left/right/up/down) keys are pressed, but jumps immediately when it is released.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Collisions with trees, rocks, or the invisible side barriers on the highways, RR tracks, and ends of the river cause the chicken to stop moving .
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Collisions with cars or trucks cause the chicken to be squashed (z direction if run over, OR (optional) x direction if it runs into the side of a truck). Collision with trains can be by just squashing the chicken.

<input type="checkbox"/>		Falling in water is correctly implemented: blue particle system explodes upwards, then falls down again; chicken sinks into the water and squawks.
<input type="checkbox"/>		Collisions with trains is correctly implemented: (optional) white (and orange and red) particle system explodes upwards, then falls down again. A few feathers are left. Can show chicken squashed in this version.
<input type="checkbox"/>		Implemented the sounds of the chicken clucks when moving, squawks loudly when dying, and the eagle shrieking when it swoops down
<input type="checkbox"/>		Implemented the sounds of the cars, trucks, trains, RR crossing arms, (optional) logs when stepped on, and coins when you pick them up.
<input type="checkbox"/>		Eagle swoops down and carries chicken away if it doesn't move for several seconds, or moves backwards multiple times, or is carried off screen by scrolling. Note: screen scrolls forward first, to better show the eagle grabbing the chicken. Screen shows > 2 lanes in front of/behind the chicken.
<input type="checkbox"/>		Optional (extra credit): First person perspective for chicken w/ominous music.
	<input type="checkbox"/>	Project directory pushed to new GitHub repository listed above
Comments on your submission		
Highlighted Portions are Completed.		