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. Renzhi Hao
2. Qing Li
3. Yiran Zhang
4. Junhao 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.*

We want to make a skiing game because all out groupmates want to go skiing. When designing this game, we discussed about several well-known similar games such as Temple Run. As a result, we created a skiing game on the mountain where the player can use keyboard to move around in the snow and hit (or avoid) objects.

# Lessons learned

*What went right?*

We created a beautiful scene for skiing, with simple keyboard controlling and several kinds of objects.

*What went wrong?*

We did not include a realistic appearance for player. The game would be more attractive if we replace the player cube with a human model. It could be better if we implement the animation of human, mushroom, coins, etc.

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

Read more document on terrain and light source of Unity.

# Annoying grading bookkeeping

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

* The game being 3D: 25
* Menu: 15

5 points for each, start, pause, game over

* Control: 3

1 point for each, move left/right, speed up/slow down, jump

* The player: 6

1 point for each for being visible, moving, responding to collision, controllable by user, changing appearance, making continuous sound.

* Mushroom: 4

1 point for each for being visible, moving, responding to collision, making sounds in response to events

* Coin: 4

1 point for each for being visible, moving, responding to collision, making sounds in response to events

* Wood: 3

1 point for each for being visible, responding to collision, making sounds in response to events

* Stone: 3

1 point for each for being visible, responding to collision, making sounds in response to events

* Score Keeper: 2

1 point for each for being visible, changing appearance

* Terrain: 2

1 point for each for being visible, responding to collision

* Wall: 2

1 point for each for being visible, responding to collision

* Finish Line: 1

1 point for each for being responding to collision

## Total points we think we got

*Write the total number of points listed above.*

70