GPE104 - Project 1 - Sprite Mover

Grading Checklist

URL of *PUBLIC* Git Repo:

URL of YouTube Video:

Unity Version:

|  |  |
| --- | --- |
| Rubric Objective | Project Proof Timecode |
| Sprite Import and Display |  |
| GetKeyDown() OR GetButtonDown() |  |
| GetKey() OR GetButtone() OR GetAxis() |  |
| Direct Movement by Setting Position |  |
| Additive Movement by Adding Movement Vector to Position |  |
| Movement Speed Public / In Inspector / Available for Designers to Change |  |
| Simultaneous Key Presses |  |
| MonoBehavior enabled AND disabled |  |
| GameObject.SetActive() |  |
| Application.Quit() |  |
| Bug/Error Free |  |
| Comments |  |
| Project Organization |  |
| Game Exceeds Minimum Requirements |  |