

IMGD4000, Project Firing Solution

Total: _____

Name: _____

Movable target (15 points):
(Player controllable target)

Visible cannon (5 points):
(Player controllable target)

Physics projectile (10 points):
(Projectile moves with general physics properties)

Out of range indication (10 points):
(Visible indication if out of range)

Visible parabolic path (10 points):
(Target visibly follows parabolic path)

Hitting target (40 points):
(Projectile always hits target)

Extension (10 points):
(Game)
(Dodge)

Notes (Late -10% per day,, other bugs, comments, etc: