



### Clickety Clack

	A+	A	B	C
<b>Scene Objects</b>	<ul style="list-style-type: none"> <li>• 4 BlendShapes</li> <li>• 2 Button</li> </ul>	<ul style="list-style-type: none"> <li>• 3 BlendShapes</li> <li>• 1 Button</li> </ul>	<ul style="list-style-type: none"> <li>• 2 BlendShapes</li> <li>• 1 Button</li> </ul>	<ul style="list-style-type: none"> <li>• 2 BlendShapes</li> <li>• 1 Button</li> </ul>
<b>Interacting Objects</b>	<ul style="list-style-type: none"> <li>• Meets criteria for an A</li> <li>• 2<sup>nd</sup> button has an impact on how the other button increments the BlendShape</li> </ul>	<ul style="list-style-type: none"> <li>• 1<sup>st</sup> BlendShape increments with each button click and returns to 0 when it reaches 100.</li> <li>• 2<sup>nd</sup> Blendshape increments each time the 1<sup>st</sup> resets or reaches a milestone.</li> <li>• 3<sup>rd</sup> Blendshape increments each time the 2<sup>nd</sup> resets or reaches a milestone.</li> </ul>	<ul style="list-style-type: none"> <li>• First BlendShape increments with each button click and returns to 0 when it reaches 100.</li> <li>• Second Blendshape increments each time the first resets or reaches a milestone.</li> </ul>	<ul style="list-style-type: none"> <li>• First BlendShape increments with each button click and returns to 0 when it reaches 100.</li> <li>• Second Blendshape increments each time the first resets.</li> </ul>
<b>Overall Quality</b>	<ul style="list-style-type: none"> <li>• All objects visible by camera</li> <li>• Creative or professional overall appearance</li> </ul>	<ul style="list-style-type: none"> <li>• All objects visible by camera</li> <li>• Creative or professional overall appearance</li> </ul>	<ul style="list-style-type: none"> <li>• All objects visible by camera</li> <li>• Attention to overall appearance</li> </ul>	<ul style="list-style-type: none"> <li>• All objects visible by camera</li> </ul>
<b>Materials</b>	<ul style="list-style-type: none"> <li>• All objects have customized materials</li> </ul>		<ul style="list-style-type: none"> <li>• No materials required</li> </ul>	
<b>Submission Type</b>	<ul style="list-style-type: none"> <li>• Unity Project</li> <li>• Executable</li> </ul>			