big game project code review

In class on **Tuesday December 4**, I will review the source code developed by your project team. This part of the project is worth **3 points** out of 25 (total for the project).

The CODE REVIEW should show how elements of the GAME DESIGN are implemented:
- storyboards
- rules of play
- game objects and behavior
- game loop
- state machine

You will be expected to show me the different components of your game code, as developed by Dec 4. This includes:
- correlation between screens defined in storyboard and screens coded in Blender
- correlation between screens coded in Blender and game loop
- 2D/3D models of game objects in Blender
- behavior code in logic editor (in Blender) for game objects
- correlation between code in Blender and state machine, for individual objects and/or game as a whole, as appropriate

You will also be expected to explain which team members worked on which element(s).