**Assessment form: Game Programming Gold 1 – State Machines**

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| **Student:** | Michael Scholten | | **Assessor:** | | Mathijs Koning | |
| **Date:** | March 29, 2023 | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The game works and looks cool by using assets, state machine changes are more than just changing a colour or updating text, and the State Machine and level are more than just the requirements as stated in the achievement description. | The game works. The player object can move around in the 3D level which contains some interesting geometry. Changes in the state are clearly shown in some way. | | Doesn’t work or meet the requirements as stated in the achievements description. | 3 |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using a State Machine. | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient or naive. | 3 |
| Comments:  Cool farm dude! Linux build is appreciated | | | | | **Points:** | 6 |
| **Verdict:** | **Pass** |

**Assessment form: Game Programming Gold 2 – Stacking Boxes**

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| **Student:** | Michael Scholten | | **Assessor:** | | Mathijs Koning | |
| **Date:** | April 13, 2023 | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The game is fully functional and meets all requirements | The game works, but has some bugs or is missing requirements | | Not playable or missing to many requirements. | 3 |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using the proper Unity features. | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient. | 3 |
| Comments:  Linux build is appreciated | | | | | **Points:** | 6 |
| **Verdict:** | **PAss** |

**Assessment form: Game Programming Platinum 1 – It’s the little things**

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| **Student:** |  | | **Assessor:** | | Mathijs Koning | |
| **Date:** |  | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The game has been expanded with all the proper features expected of a game | The game has been improved upon, but isn’t publishing-ready just yet | | Missing to many expected features | x |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using the proper Unity features. | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient. | x |
| Comments: | | | | | **Points:** | x |
| **Verdict:** | **P / F** |

**Assessment form: Game Programming Platinum 2 – Ultimate Skilz**

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| **Student:** |  | | **Assessor:** | | Mathijs Koning | |
| **Date:** |  | | **Caesura:** | | ≥4 points = P(ass), <4 points = F(ail) | |
|  | | | |  | | |
| **Criteria** | | **3 points** | **2 points** | | **1 point** | **Result** |
| The game works | | The game is fully functional and contains everything needed to be labeled 'a game'. | The game works, but has some bugs or doesn't contain everything required. | | Not playable or missing to many requirements. | x |
| How it works behind the scenes | | The implementation is done in an abstract and expendable way using the proper Unity features. | The implemenation is nicely done but could be improved upon. | | The implementation isn’t sufficient. | x |
| Comments: | | | | | **Points:** | x |
| **Verdict:** | **P / F** |