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SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 01 (/PROJECTS/PISCINE-UNITY-DAY-01)

Introduction

For the sake of this evaluation, we ask you to:

- Stay well-behaved, polite, respectful and constructive during this evaluation. The bond of trust between the community and you depends on it.
- Please report to the student (or team) that you notice any errors that they may have made.
- Accept that there may be differences in the interpretation of the

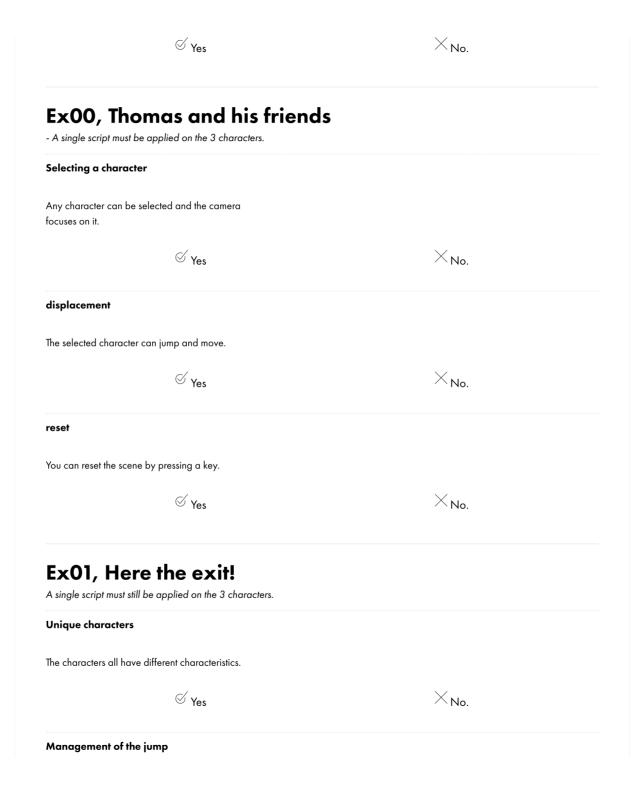
subject or instructions between and the student (or team) you are evaluating. Stay open-minded and write as honestly as you can.

Guidelines

- You must evaluate only what is present on the student's (or team's) deposit
- You must stop counting the points in the first exercise, false or incomplete, but you are encouraged to continue discussing the following exercises.

Attachments

Demo & assets (/uploads/document/document/859/d01.tar.gz)	
Preliminaries	
This section is dedicated to preparing the evaluation and testing the prere here is wrong at this stage or at any point in the evaluation, the note for the necessary or not.	
Respect of the general instructions	
- The work of the student (or the team) is present on his depot.	
- The student (or team) is able to explain his work in detail at any time of the evaluation.	
- The general instructions, and the possible specific instructions for the day, presented in the subject are respected at all times of the evaluation.	
	$ imes_{No.}$
Remarks General notes for all exercises.	
Remarks	
 For each exercise, open the project in unity and use the execution in the editor (the little button "reading" at the top of the window). 	
- Test each exercise in depth to make sure that the work done corresponds to what is expected in the subject.	
- Remember to check that only	



∀ Yes		× _{No.}
Level Management		
The characters must cooperate to reach the message is displayed when they are all prespective outputs.		
⊗ _{Yes}		$ imes_{No.}$
ExO2, Level 2! Use of physical layers. The colour		
The platforms are of different colors.		
✓ Yes		$\times_{No.}$
Different way		
Different way The characters can only use the platforms color or the white ones. The level design constraint into account .		
The characters can only use the platforms color or the white ones. The level design		× _{No.}
The characters can only use the platforms color or the white ones. The level design constraint into account .		× _{No.}
The characters can only use the platforms color or the white ones. The level design constraint into account .	takes this	× _{No.}

teleporter			
There are teleporters in the lev	el.		
	∀Yes	$ imes_{No.}$	
Moving platforms			
There are moving platforms in	the level.		
	∀Yes	$ imes_{No.}$	
	s!		
	s!		
An exceptional level design. Basic switch			
An exceptional level design. Basic switch		× _{No.}	
An exceptional level design. Basic switch	oors.	× _{No.}	
There are switches that open d	oors. Yes tches either in relation to the	× _{No.}	

	∀Yes	× _{No.}
	eadly game ease the challenge, the 3 game overs.	
Turrets		
Turrets fire regularly and characters is hit.	d the player loses if one of the	
	⊗ _{Yes}	$ imes_{No.}$
It's trap!		
There are trapped area should not touch.	s on the map that the characters	
	✓ Yes	$ imes_{No.}$
Small holes and big	holes.	
There are holes in which fall. The camera must no characters.	n the characters can ot leave the map by following the	
	∀Yes	$ imes_{No.}$

Conclusion		
Leave a comment on this evaluation		
		<u>//</u>
	Preview !!!	

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