

SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/PISCINE-UNITY) / RUSH01 (/PROJECTS/PISCINE-UNITY-RUSH01)

Introduction

Please respect the following rules:

- Remain polite, courteous, respectful and constructive throughout the correction process. The well-being of the community depends on it.
- Identify with the person (or the group) graded the eventual dysfunctions of the work. Take the time to discuss and debate the problems you have identified.
- You must consider that there might be some difference in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade him/her as honestly as possible. The pedagogy is valid only and only if peer-evaluation is conducted seriously.

Guidelines

- You can only evaluate what is inside the repository of the student (or the team).

Attachments

- 📄 Subject (<https://cdn.intra.42.fr/pdf/pdf/5592/rush01.en.pdf>)

Preliminaries

This section is dedicated to the evaluation preparation and to test prerequisites. It doesn't reward any points, but if anything listed below is wrong at this stage or at any moment of the evaluation, the final grade is 0 for the day. Check if the use of a flag is necessary or not.

General instruction respect

- The work of the student (or the team) is available on the repository.
- The student (or team) is capable of explaining his work in details at any point of the evaluation.
- The general instructions and possible specific instruction of the day are fully respected during the whole evaluation.

☒ Yes

☐ No

Remarks

General remarks.

Remarks

- For the correction of this project build the game in the editor everything must be configured so you just have to click the Build and Run button.
- Test the game in depth to check out that the submitted work match the subject or at least stays in the spirit of the game.

☒ Yes

☐ No

General gameplay

This section concerns "The basics" chapter of the subject.

The basics

Are implemented and functional in the game

- A map with a NavMesh.
- A diving camera, fixed on the hero controlled by the player

(you can keep on using Maya or take any other character, as long as he is rigged/animable).

- A hero controled with the mouse: left click on the landscape to move, left click on an enemy to attack, the hero keep on attacking if the click is maintained on the enemy.

- Enemies, that follow and attack the hero if he is in their detection range.

- Basic idle/run/attack/death animation for every character implemented in the game.

- An advanced fight system based on stats: strength that increase damages, agility that increases hit chance and parry, constitution that will increase HP.

- An XP system, every ennemy killed give X experience points. When the hero has enough XP he levels up and obtains 5 stats point to spread accross main stats.

- Enemies that spawn must be of the same level than the hero, it being level 1 or level 50.

- A HUD displays the life of the hero/enemy selected, their respective levels as well as the XP of the hero.

- A character window that displays all the stats: STR, AGI, CON, minDamage, maxDamage, XP, xpToNextLvl, maxHP \dots

- Life potions randomly looted by enemies and that heal the hero with 30\% of maxHP when he walks on them.

✓ Yes

✗ No

The skills

This section concerns the "The skills" chapter of the subject.

Talent points

After each Level Up, the hero will also win a talent point.

We can see the total unused amount in a talent tree window.

✓ Yes

✗ No

The talent tree

By pressing "N" the talent tree opens

- It has several tier that becomes accessible based on the player's level.
- It's possible to spend points on talents by clicking on the icon of the skills.
- It's possible to upgrade each skills several times.
- There is at least 6 skills including: an area attack to put on the ground, an area attack around the hero and following his movements, a direct damage spell, a passive skill and a healing spell.
- Skills have a tooltip displaying a description.

✓ Yes

✗ No

Ingame skills

Skills work as expected ingame:

- There is a skill bar on the screen on which the player can attribute skills he wants to use.
- He can use these skills by pressing on the keyboard the keyboard corresponding the position of the skill on the bar.
- Skills have a particule effect and their range is clearly visible.
- Skills have a dedicated resource or a cool-down avoiding the possibility to use them all the time.

✓ Yes

✗ No

Loots

This section concerns the "Loots" chapter of the subject.

A matter of appearance

The weapons must have different appearances and be chosen randomly in the defined models list.

☒ Yes

☐ No

Weapon's stats

- The stats are randomly generated but remains realistically linked to the player's and enemy's level.

- The weapons have the required stats: Damages and attack speed.

- There is different rarity levels and powerful weapons don't drop every 3 enemies. If the groupe didn't generate any cheat to drop weapons on the fly check the code to see how rarity was managed.

☒ Yes

☐ No

Weapon's stats

- There is a tooltip displayed when the mouse goes over a weapon.

☒ Yes

☐ No

A little bit of variety

This section concerns the "A little bit of variety" chapter of the subject.

Maps

There is an outdoor map and a dungeon with several floors.

☒ Yes

☐ No

The boss

- There is a boss at the last floor, with a lot of life and different attack skills.

☒ Yes

☐ No

The soundtrack

This part concerns the "Soundtrack" chapter of the subject.

Sound effects

Some sound effects are implemented. For example interface sounds, walking sounds, battles sounds, enemy screams, etc.

☒ Yes

☐ No

Music

There is a background music in the game.

☒ Yes

☐ No

A cheat code to rule them all

This section concerns the "A cheat code to rule them all" chapter of the subject and the balance of the game.

Cheatcodes

- There is a key that allows the player's character to instantly win a level.

- Another key allows the instant spawn of a weapon.

☒ Yes

☐ No

Balance

- The game must be balanced! Not too easy, not too hard. Try at level 1 level 15, level 30. For every test don't forget to use the talent points and stats points try to spawn a common weapon (not too bad not too epic).

☒ Yes

☐ No

Bonus Part

Grade this part only if every past sections is fully functional.

Bonus

- Add 1 point for every functional bonus implemented. Careful, bonuses have to be at least as cool and complex as proposed in the subject.

- If there is a CONVINCING implementatino of an ``Ass Stallion" give all the points.



Rate it from 0 (failed) through 5 (excellent)

Ratings

Don't forget to check the flag corresponding to the defense

✓ Ok

📄 Empty work

📄 Incomplete work

🗨️ No author file

🧠 Invalid compilation

📄 Norme

📄 Cheat

💥 Crash

🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Preview!!!

