

(https://profile.intra.42.fr)

## SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 02 (/PROJECTS/PISCINE-UNITY-DAY-02)

### 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

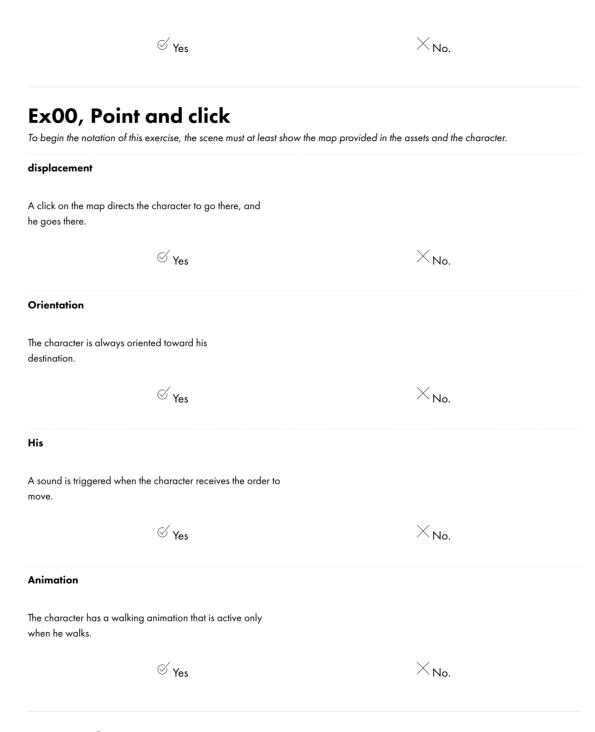
subject or instructions between and the student (or team) you are evaluating. Stay open-minded and write as honestly as you can.

### **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**

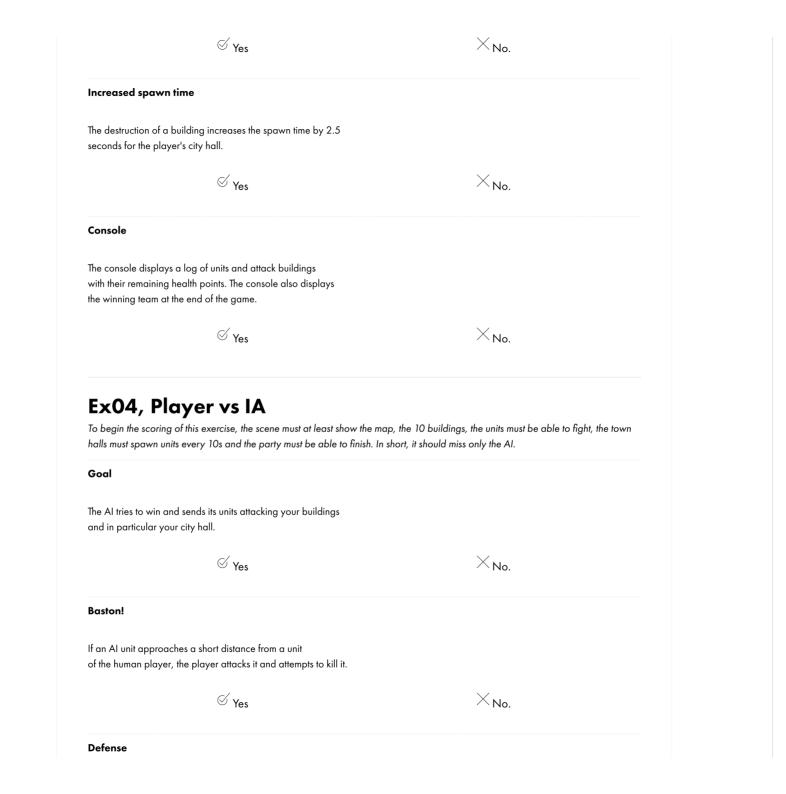
o		. /0 / 5 / 100	
∟- Assets & o	demo (/uploads/document/documer	nt/865/d02.tar.gz)	
Prelim	ninaries		
This section is	dedicated to preparing the evaluation at this stage or at any point in the eval		isites. It does not report any point, but something liste day is O. Remember to check if the activation of a flag
Respect of th	he general instructions		
- The work of t his depot.	the student (or the team) is present on		
	or team) is able to explain his at any time of the evaluation.		
specific instruc	instructions, and the possible ctions for the day, presented in the subj all times of the evaluation.	ect are	
	∀Yes		$ imes_{No.}$
Remai	rks s for all exercises.		
Remarks			
	ercise, open the project in unity and use in the editor (the little button "reading"		
	ercise in depth to make sure that the rresponds to what is expected in the su	ubject.	
	o check that only		



# Ex01, The more we are crazy

Simple selection and displacement	
A left click on a character adds it to the active selection . A second left click on the map moves this characte he place indicates.	iter to
⊗ Yes	× <sub>No.</sub>
Multiple selection and displacement	
A left click on a character, followed by several eft clicks with the control key pressed on several characters added to the active selection. A simple eft click on the map moves all characters at the same to the destination.	
∀Yes	× <sub>No.</sub>
Selection	
Right-clicking clears the active selection. This means that a eft click on the map will move any character.	
⊗ Yes	$\times_{No.}$
ExO2, Buildings and villages To begin the notation of this exercise, the scene must at least show	
Appearance	
30th villages are visually different.	
∀es	$ imes_{No.}$

	∀ Yes	× <sub>No.</sub>
Spawn		
The two town halls spawn race every 10 seconds.	n a unit corresponding to their	
	⊗ <sub>Yes</sub>	$ imes_{No.}$
	<b>ON</b> this exercise, the scene must at least show the	map and the 10 buildings.
To begin the notation of t	this exercise, the scene must at least show the	map and the 10 buildings.
To begin the notation of to  Order of attack  When left-clicking on an	this exercise, the scene must at least show the	map and the 10 buildings.   No.
To begin the notation of to  Order of attack  When left-clicking on an	this exercise, the scene must at least show the enemy building or unit, the oves to attack it.	
To begin the notation of the Conder of attack  When left-clicking on an entire active selection model.  Animation and fighting	enemy building or unit, the oves to attack it.  Yes  rget, an attack animation and	
To begin the notation of the Order of attack  When left-clicking on an entire active selection model.  Animation and fighting.	enemy building or unit, the oves to attack it.  Yes  rget, an attack animation and	



	✓ Yes	× <sub>No.</sub>	
The Overmind			
Add points if the AI is even	cooler than asking in		
the subject. One point if the	e AI is vaguely stupid, up to 5		
points if the AI is really very	v hard to beat without		
cheating so far.			
	- 44 - 44 - 44		
	Rate it from 0 (failed) throug	h 5 (excellent)	
ratinas			
ratings			
ratings Do not forget to check the f	lag		
	l <b>ag</b> ❷ Forbidden funct	ion	
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		ion	
Do not forget to check the f		ion	
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Do not forget to check the f	<b>⊘</b> Forbidden funct	ion	
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