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

Preliminaries

This section is dedicated to preparing the evaluation and testing the prerequisites. It does not report any point, but something listed here is wrong at this stage or at any point in the evaluation, the note for the day is 0. Remember to check if the activation of a flag is 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.

☑ Yes   ✕ 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
authorized functions have been used to solve the exercise.

⊘ Yes   ✕ No.

Ex00, Thomas and his friends

- A single script must be applied on the 3 characters.

Selecting a character

Any character can be selected and the camera
focuses on it.

⊘ Yes   ✕ No.

displacement

The selected character can jump and move.

⊘ Yes   ✕ No.

reset

You can reset the scene by pressing a key.

⊘ Yes   ✕ No.

Ex01, Here the exit!

A single script must still be applied on the 3 characters.

Unique characters

The characters all have different characteristics.

⊘ Yes   ✕ No.

Management of the jump

The jump is well managed -> no wall jump / multi-jump.

◯ Yes   ✕ No.

Level Management

The characters must cooperate to reach the end and a message is displayed when they are all positioned on their respective outputs.

◯ Yes   ✕ No.

Ex02, Level 2!
Use of physical layers.

The colour

The platforms are of different colors.

◯ Yes   ✕ No.

Different way

The characters can only use the platforms of their color or the white ones. The level design takes this constraint into account .

◯ Yes   ✕ No.

Related levels

When the characters reach the exit we change a lot of level.

◯ Yes   ✕ No.

Ex03, Interactivity

A living level with an interesting level design, so much to do.

teleporter

There are teleporters in the level.

⊘ Yes ✕ No.

Moving platforms

There are moving platforms in the level.

⊘ Yes ✕ No.

Ex04, Buttons!

An exceptional level design.

Basic switch

There are switches that open doors.

⊘ Yes ✕ No.

Advanced switch

The colors are used by the switches either in relation to the open doors, or in relation to the color of the characters that activate them.

⊘ Yes ✕ No.

Switch and ultra-advanced platforms

The switches make it possible to change the color of the platforms and
open new possible paths.

⊘ Yes   ✕ No.

Ex05, A deadly game

Added difficulty to increase the challenge, the 3 game overs.

Turrets

Turrets fire regularly and the player loses if one of the
characters is hit.

⊘ Yes   ✕ No.

It's trap!

There are trapped areas on the map that the characters
should not touch.

⊘ Yes   ✕ No.

Small holes and big holes.

There are holes in which the characters can
fall. The camera must not leave the map by following the
characters.

⊘ Yes   ✕ No.

ratings

Do not forget to check the flag

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!

General term of use of the website
(https://signin.intra.42.fr/legal/terms/6)

Privacy policy
(https://signin.intra.42.fr/legal/terms/5)

Legal notices
(https://signin.intra.42.fr/legal/terms/3)

Declaration on the use of cookies
(https://signin.intra.42.fr/legal/terms/2)

Terms of use for video monitoring
(https://signin.intra.42.fr/legal/terms/1)

(https://sig