SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 08 (/PROJECTS/PISCINE-UNITY-DAY-08)

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 the 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

☐ Subject (https://cdn.intra.42.fr/pdf/pdf/5569/d08.en.pdf)

☐ Assets & demo (/uploads/document/document/907/d08.tar.gz)

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.

⊘ Yes   ✕ No.

Ex00, Setting up the decor

For this exercise look at the project in the editor.

Outside

- The scene contains a terrain with more or less steep slopes.

- The terrain is texture with several textures.

⊘ Yes   ✕ No.

Ex01, Maya

To begin the notation of this exercise, the scene must at least show a decor with the elements mentioned in the previous exercise. You must watch the animator and the correct student must show you and explain his code to see how the animations are moving from one state to another.

The 4 actions

- Maya can wait, run to move or click, attack
when she has a target, and die if her life reaches 0.

⊘ Yes   ✕ No.

The camera

- The camera follows Maya well and films in diving as in
traditional hack and slash.

⊘ Yes   ✕ No.

The navmesh

- There is a navmesh on the map.

- The character moves in a logical and bug-free way.

- Some bumps / slopes are impassable and the character turns
around automatically following the pathfinding proposed by the navmesh.

⊘ Yes   ✕ No.

Ex02, Wargames

To start the scoring of this exercise, the scene must at least show a field and Maya must be able to move in thanks to the navmesh.

Enemy spawner

- The enemies appear at the spawn point. The appearing enemy is
randomly selected from the spawner's list.

- The enemies have an animator with 4 states demands and good
animations are played at the right time.

- The enemies do have a zone of detection, run to attack Maya
if it passes to door and have many points of life well.

     ⊘ Yes   ✕ No.

fight

- Maya attacks the enemy when clicked on and is
close enough . If not, she runs to the enemy to attack and attack.

- If the player keeps the mouse button pushes Maya attack until
the enemy is dead.

- When an enemy dies its death animation is played, then after 2
seconds it disappears into the ground and is destroyed when the player can
not see it anymore.

     ⊘ Yes   ✕ No.

Ex03, The stats, because you have to

To begin the scoring of this exercise, the scene must at least show a decor like the previous exercises, spawnent enemies, can fight against Maya and die.

stats

- All requested stats are present and handled correctly by the scripts. You will have to test the game and look at the code to convince yourself .

- The prefabs of enemies and Maya have the main stats prefilled.

    ☑ Yes   ✕ No.

Combat 2

- Fights use the system of advanced formulas and the keys and damage are calculated with a random factor. Again use the demo AND read the code to check it.

    ☑ Yes   ✕ No.

Ex04, Death and interface

To begin scoring this exercise, the scene must at least show a decor like the previous drills, spawnent enemies and can fight against Maya and die. Fights must use the advance system.

HUD

- The HUD shows all the items requested in the pdf:
Maya's life bar, Maya life count, xp bar, xp / xpToNextLevel, name and life bar of enemies, maya level and enemies .

    ☑ Yes   ✕ No.

Management of the enemy HUD party

- The enemy displays at the top of the HUD is the one on which is the cursor of the mouse or the one that Maya is attacking. Otherwise nothing is displayed.

    ☑ Yes   ✕ No.

deadly

- Maya can die well, in this case the interface displays the info to the player and nothing crashes.

$\boxed{\checkmark}$ Yes $\qquad\qquad$ ✕ No.

Ex05, Level up!

To start scoring this exercise, the scene must at least show a decor like the previous drills, spawnent enemies and can fight against Maya and die. Fights must use the advance system and Maya may die.

Character window

- By pressing "c" we open a character window that includes all the stats requested in the pdf.

$\boxed{\checkmark}$ Yes $\qquad\qquad$ ✕ No.

Level up

- When Maya has enough experience points she goes to the next level.

- We have a visual feedback, his life goes back to the maximum, the level is well updated on the HUD.

- She also earns 5 points of competence that she can share in her main characteristics.

- As long as there is at least one skill point to restart a button allows clicking on it to access the character window.

$\boxed{\checkmark}$ Yes $\qquad\qquad$ ✕ No.

Level up enemies

- The enemies who spawnent are well the same level as Maya and earn 15 percent more stats per level beyond level 1.

$\boxed{\checkmark}$ Yes $\qquad\qquad$ ✕ No.

refuel

- Potions of life fall randomly when an enemy dies. They make up 30 percent of life when walking on it.

✓ Yes   ✕ No.

ratings

Do not forget to check the flag

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!