

SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/PISCINE-UNITY) / RUSH00 (/PROJECTS/PISCINE-UNITY-RUSH00)

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/5485/rush00.en.pdf>)

 Assets & demo (/uploads/document/document/881/rush00__1_.tar.gz)

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

Gameplay

This part is about the Gameplay chapter of the subject.

Movements

It's possible to move the character in 4 different directions with the WASD keyboard keys.

☒ Yes

☐ No

Character orientation

The character is always facing the direction pointed by the mouse.

☒ Yes

☐ No

Weapon drop and pickup

It's possible to drop a weapon by using the right click of the mouse and to pick it up again by pressing "E".

☒ Yes

☐ No

Shots

It's possible to shoot bullets in the direction pointed by the mouse by using the left click.

☒ Yes

☐ No

Life management

When a character is shot (including the player) he dies and disappears.

☒ Yes

☐ No

Objectives

When reaching the end of the level or after killing every enemies the game ends. If the player is killed it's game over and the level starts again.

☒ Yes

☐ No

Weapons

This part is about the weapon chapter of the subject.

Firearms

- It's possible to pick up firearms.
- They shoot bullets in the direction pointed by the mouse.
- They have limited ammunition and can be emptied.

☒ Yes

☐ No

Cutting weapons

There is cutting weapons implemented as well. They don't shoot any bullets and aren't limited by ammunitions.

☒ Yes

☐ No

Drop style

When a weapon is dropped, it's thrown in the direction pointed by the mouse in a more or less stylish way.

☒ Yes

☐ No

Content thickness

The game has at least 4 different weapons implemented and they are all available at one point in the game.

☒ Yes

☐ No

Enemies

This part is about the enemy chapter of the subject.

Enemy's vision

- Ennemies can see far from their front and a little from their back.
- When they spot the player they run after him shooting. They following the player for a limited time or until the death of one of them.

☒ Yes

☐ No

Pathfinding

- The enemies don't go through walls and they use doors if they need to move from a room to another.
- Enemies are capable of following the player throughout several room without a glitch.

☒ Yes

☐ No

Sound area

If the player shoots close from an enemy, he will hear it and run after the player even if he wasn't in the same room.

☒ Yes

☐ No

Enemy's weapons

- Enemy's weapons don't have ammunitions.
- Enemies can't kill each other.

☒ Yes

☐ No

Patrols

Some enemies are patrolling a predefined path.

☒ Yes

☐ No

Maps

This part is about the map chapter of the subject.

Content

There is at least one playable level. There is a start and an end. It contains enemies, walls, and doors.

☒ Yes

☐ No

Walls and doors

- Rooms are delimited by walls that neither the player nor the ennemies can go through.
- Rooms are linked to each other by doors that can freely be opened and closed to be able to go through rooms.

✓ Yes

✗ No

Sounds

This part is about the sound chapter of the subject.

Musics

The game has background musics. All those musics have to be part of the Hotline Miami OST (the Hotline Miami 2 OST also work). If a music isn't part of the OST, don't reward points.

✓ Yes

✗ No

Sound effects

- Sound effects are played when the character or an ennemy is killed, when a weapon is picked up and when the players win and/or loses.
- Weapons make different and consistant sounds.

✓ Yes

✗ No

Menus

This part is about the menu chapter of the subject.

Design

- Menus are stylish and use contrasted colors or any other way to give a very unique, stylish, and beautiful aspect that matches the original visual style of the original game.
- The logo of the main menu is animated and uses the Hotline Miami font.

✓ Yes

✗ No

Menus

- The game has a main menu that allows to launch/exit the game.
- A pop-up menu opens over the scene when the player loses or wins the game. Text must be obviously different if winning or losing.
- An in-game GUI informs the player of the remaining ammunitions of the currently equipped weapon.

✓ Yes

✗ No

Bonus part

Correct this part only if every point of the mandatory part were given.

Bonus

- Add one point for each bonus added to the game. Be careful through we expect each and every bonus to be equally cool and complex than the one proposed in the subject.



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!!!

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