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SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 03 (/PROJECTS/PISCINE-UNITY-DAY-03)

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

	S / / . . / /	/0/0/1001	
∟ Assets & D	Demo (/uploads/document/document,	/ 808/ a03.far.gz)	
Prelim	inaries		
This section is a	dedicated to preparing the evaluation a at this stage or at any point in the evalua		tes. It does not report any point, but something liste ny is O. Remember to check if the activation of a flag
Respect of the	e general instructions		
- The work of th his depot.	he student (or the team) is present on		
	or team) is able to explain his at any time of the evaluation.		
specific instruct	nstructions, and the possible tions for the day, presented in the subject Il times of the evaluation.	ct are	
	⊗ Yes		× _{No.}
Remar General notes	rks for all exercises.		
Remarks			
	rcise, open the project in unity and use n the editor (the little button "reading" a	t the top of	
	ercise in depth to make sure that the rresponds to what is expected in the sub	ject.	
Pomombor to	check that only		





Ex00, A simple menu

A menu with a background, a play button and an exit button.

A simple menu

The exit button allows you to guit the game and the play button loads the next scene (check the code if there is no next scene).



 $\times_{\mathsf{No.}}$

Ex01, Drag and drop

The purchase interface of the towers is the main element of a tower defense. Let's look at it more closely.

The base

We see at the bottom of the screen a bar with the different laps of the game displayed.



 $imes_{ ext{No.}}$

The drag and drop

You can drag a tower from the bar on the map and it is automatically placed if the place is available and the player has enough energy.



 $imes_{\mathsf{No.}}$

Practical information

The bar displays the damage, the price as well as all the important information requested by the subject. There is also a visual feedback to distinguish towers that can not be bought. These tours must not be selectable.

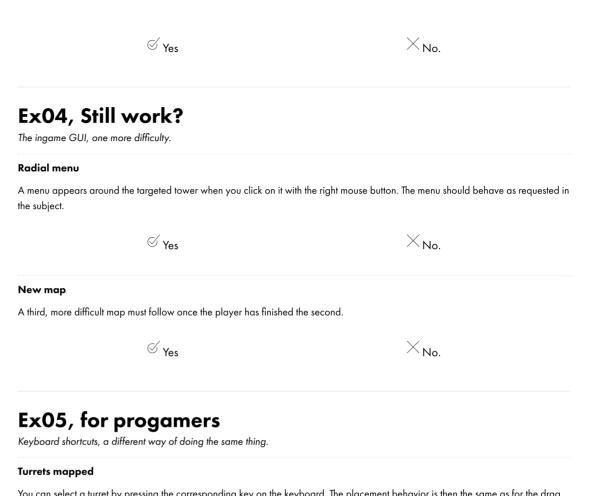


 $\times_{\mathsf{No.}}$

Ex02, Menu pause

Or how not to lose stupidly when pasta water overflows.

A menu is displayed when Esc is pressed and the game pauses. One button allows to resume the game and another allows to le A validation box must appear if the player decides to leave.		
	⊘ _{Yes}	$ imes_{No.}$
Speed		
You can accelerate or	r slow down / pause the game (without disp	laying the menu) by pressing buttons on the game interface.
	⊗ _{Yes}	$\times_{No.}$
Custom slider		
A custom cursor is disp	played instead of the standard cursor.	
	∀es	$\times_{No.}$
	x or Sux?	
The end-of-level scree	x or Sux? en, an important element.	
The end-of-level scree	en, an important element.	appears, displaying the player's score and rank.
The end-of-level scree	en, an important element.	appears, displaying the player's score and rank.
The end-of-level scree	en, an important element. (in case of victory or defeat) a score screen	
The end-of-level scree Recap At the end of the map Rank Management	en, an important element. (in case of victory or defeat) a score screen Yes t the player based on his performance. There	× _{No} .
The end-of-level scree Recap At the end of the map Rank Management A rank is awarded to t	en, an important element. (in case of victory or defeat) a score screen Yes t the player based on his performance. There	



You can select a turret by pressing the corresponding key on the keyboard. The placement behavior is then the same as for the drag and drop.





Blast!

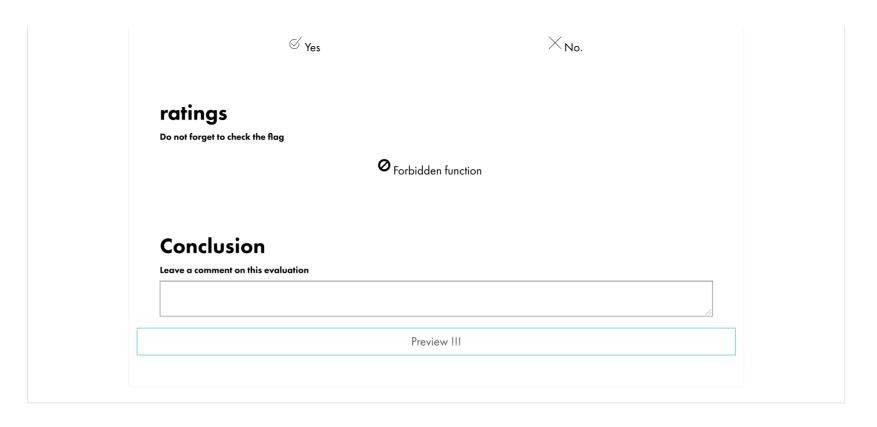
You can trigger an explosion on the map, either by using an icon from the bottom bar or by a keyboard shortcut.





End screen

You are the only judges of the beauty of this one, but you need a screen of end to congratulate the player having beaten the 3rd level.



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