

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

 Subject (<https://cdn.intra.42.fr/pdf/pdf/5475/d03.en.pdf>)

 Assets & Demo (/uploads/document/document/868/d03.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.
- Remember to check that only authorized functions have been used to solve the exercise.

☒ Yes

☐ No.

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 quit the game and the play button loads the next scene (check the code if there is no next scene).

☒ Yes

☐ 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.

☒ Yes

☐ 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.

☒ Yes

☐ 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 towers must not be selectable.

☒ Yes

☐ No.

Ex02, Menu pause

Or how not to lose stupidly when pasta water overflows.

The menu

A menu is displayed when Esc is pressed and the game pauses. One button allows to resume the game and another allows to leave. A validation box must appear if the player decides to leave.

✓ Yes

✗ No.

Speed

You can accelerate or slow down / pause the game (without displaying the menu) by pressing buttons on the game interface.

✓ Yes

✗ No.

Custom slider

A custom cursor is displayed instead of the standard cursor.

✓ Yes

✗ No.

Ex03, Rox or Sux?

The end-of-level screen, an important element.

Recap

At the end of the map (in case of victory or defeat) a score screen appears, displaying the player's score and rank.

✓ Yes

✗ No.

Rank Management

A rank is awarded to the player based on his performance. There must be a minimum of 5 ranks and the answer key must show the healer how they are assigned.

✓ Yes

✗ No.

Next!

The screen must propose to restart the level or to move to the next one in case of victory. It is therefore necessary a second map more difficult.

✓ Yes

✗ No.

Ex04, Still work?

The ingame GUI, one more difficulty.

Radial menu

A menu appears around the targeted tower when you click on it with the right mouse button. The menu should behave as requested in the subject.

✓ Yes

✗ No.

New map

A third, more difficult map must follow once the player has finished the second.

✓ Yes

✗ No.

Ex05, for progamers

Keyboard shortcuts, a different way of doing the same thing.

Turrets mapped

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.

✓ Yes

✗ No.

Blast!

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

✓ Yes

✗ No.

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.

✓ Yes

✗ No.

ratings

Do not forget to check the flag

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!

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