SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 05 (/PROJECTS/PISCINE-UNITY-DAY-05)

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/5518/d05.en.pdf)

☐ Assets & demo (/uploads/document/document/888/d05.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, Walk and picnic

A golf course with everything you need, up to the branches of herbre floating in the wind.

Field

The terrain respects all the constraints requested by the subject.

✓ Yes   ✗ No.

The camera

The camera also respects the constraints of the subject. You can fly over the entire terrain without seeing the border. Overall it is not possible to inadvertently pass through the ground unless you really force and do it on purpose.

✓ Yes   ✗ No.

Ex01, rolls, rolls, rolls ... rolls ... rolls

Now the gameplay.

The base

We have a ball that appears on the start, we win the hole by sending it in (and not in another), the power bar and the direction are managed as requested in the subject.

✓ Yes   ✗ No.

Technical considerations

The placement of the camera is practical and dynamic. You can switch to a flying camera and return to shooting mode by pressing space. The physics of the ball is relatively credible and it rolls reasonably (ie it does not take 30 seconds to stop).

✓ Yes   ✗ No.

Ex02, Some cosmetic touches

The eternal interface.

The HUD

All basic information requested in the subject is displayed on the screen (hole number, by, number of moves played).

⊘ Yes   ✕ No.

Recap hole

There is a transition screen at the end of each hole to see the player's performance and score.

⊘ Yes   ✕ No.

Course sheet

You can dynamically display the browse sheet by holding down the Tab key.

⊘ Yes   ✕ No.

Ex03, Game Strategy

Suggest to the player different approaches for each difficulty encountered.

The 3 clubs

You can choose which club to play among the 3 basics. Each club must have a different power and angle. The HUD must indicate to the player the club currently selected.

⊘ Yes   ✕ No.

Ex04, Ultimate Golf Simulator 3k

After that you add 2/3 features, manga characters and you have a remake of Pangya!

The green

The game detects when the ball is on the putting green and automatically selects the putter. You can not change clubs and you can not take the putter anywhere other than on the green.

⊘ Yes   ✕ No.

The bunkers

The game detects when the ball falls into a bunker. This one is strongly slowed down and Wedge is selected by default. You can not change clubs in the bunker and the wedge's performance is reduced compared to its normal use to simulate sand.

⊘ Yes   ✕ No.

The waterbodies

The game detects when the ball falls into the water and a screen appears to signal it to the player. He must press enter to replay from the location of his last move and take a penalty point. The same system applies for out-of-range areas.

⊘ Yes   ✕ No.

ratings

Do not forget to check the flag

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

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Preview !!!

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