

SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 09 (/PROJECTS/PISCINE-UNITY-DAY-09)

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/5585/d09.en.pdf>)
- 📎 Assets & demo (/uploads/document/document/912/d09.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, Armed and dangerous

Functional weapon

- You can shoot with the left click of the mouse.
- You can change the weapon by pressing the keys 1 and 2.

✓ Yes

✗ No.

Two different weapons

- The game contains two different and easily distinguishable weapons.
- A weapon allows you to shoot accurately the other one doing zone damage.
- When firing we can see the track of our ball and a particle is released at the impact zone. Both are specific to each weapon.
- The weapons produce a different sound and are animated a minimum.
- Each weapon has its own attack speed.

✓ Yes

✗ No.

Ex01, This is not a place for no hero

To begin the scoring of this exercise, the game must contain the elements of the previous exercise.

Artificial intelligence

- The enemies leave the corners of the map and join the center while walking.
- The AI can detect the player in a large area. If the player enters this zone, the AI starts chasing him. If the player leaves the zone the AI loses track of the player and goes to his last known position.
- If the enemy is touched, he goes to the player's position when he is fired.

- The enemy always takes the shortest route to reach his destination.

- Once close enough to the player the enemy can attack him and make him lose X hit points.

☒ Yes

☐ No.

animations

- The enemy is animated and plays a different animation when he runs, walks, attacks, takes damage and dies.

☒ Yes

☐ No.

Ex02, Endless Arena

To begin the notation of this exercise, the scene must at least show a decor with the elements mentioned in the previous exercise.

spawners

- The map contains 4 spawners distributed at its 4 corners.

- Each spawner displays enemies in a random amount of time and in a non-simultaneous manner with other spawners.

- There must never be more than 20 enemies present on the map.

☒ Yes

☐ No.

Waves of enemies

- The game is separated into waves of enemies with a definite duration and break times between each wave.

- The difficulty increases with each new wave but the game remains playable even after 5 waves.

✓ Yes

✗ No.

MISTLETOE

- The player's life and the remaining time of the sleeve / break are displayed.
- A message is displayed to warn us about the beginning of a new wave / pause.
- When one dies a message appears and contains the number of waves that the player has passed.

✓ Yes

✗ No.

Ex03, Who's the boss

To begin the notation of this exercise, the scene must at least show a decor with the elements mentioned in the previous exercise.

Boss abilities

- The boss is easily distinguishable from the classic enemy. He has more health and damage.
- The boss always knows where the player is and will always be in pursuit regardless of his position.
- The boss can throw balls represented by particles towards the player. If a ball touches the player, it stays blocked for two seconds.

✓ Yes

✗ No.

Special wave

- The boss only appears every 3 waves during a special wave.
- During this special wave the classic enemies no longer spawn.
- The wave does not end after a while but when the boss has no life.

✓ Yes

✗ No.

ratings

Do not forget to check the flag

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!

General term of use of the website
(<https://signin.intra.42.fr/legal/terms/6>)

Privacy policy
(<https://signin.intra.42.fr/legal/terms/5>)

Legal notices
(<https://signin.intra.42.fr/legal/terms/3>)

Declaration on the use of cookies
(<https://signin.intra.42.fr/legal/terms/2>)

Terms of use for video monitoring
(<https://signin.intra.42.fr/legal/terms/1>)

f
(<https://signin.intra.42.fr/legal/terms/7>)