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(https://profile.intra.42.fr)

SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 08 (/PROJECTS/PISCINE-UNITY-DAY-08)

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/5569/d08.en.pdf)
- Assets & demo (/uploads/document/document/907/d08.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.



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

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.



 \times_{No}

Ex00, Setting up the decor

For this exercise look at the project in the editor.

Outside - The scene contains a terrain with more or less steep slopes. - The terrain is texture with several textures. $\times_{\mathsf{No.}}$ ⊘ Yes Ex01, Maya To begin the notation of this exercise, the scene must at least show a decor with the elements mentioned in the previous exercise. You must watch the animator and the correct student must show you and explain his code to see how the animations are moving from one state to another. The 4 actions - Maya can wait, run to move or click, attack when she has a target, and die if her life reaches 0. $\times_{\mathsf{No.}}$ ⊘ Yes The camera - The camera follows Maya well and films in diving as in traditional hack and slash. $\times_{\mathsf{No.}}$ ⊘ Yes The navmesh - There is a navmesh on the map. - The character moves in a logical and bug-free way. - Some bumps / slopes are impassable and the character turns around automatically following the pathfinding proposed by the navmesh. $\times_{\mathsf{No.}}$ ⊘ Yes

Ex02, Wargames

To start the scoring of this exercise, the scene must at least show a field and Maya must be able to move in thanks to the navmesh.

Enemy spawner

- The enemies appear at the spawn point. The appearing enemy is randomly selected from the spawner's list.
- The enemies have an animator with 4 states demands and good animations are played at the right time.
- The enemies do have a zone of detection, run to attack Maya if it passes to door and have many points of life well.





fight

- Maya attacks the enemy when clicked on and is close enough . If not, she runs to the enemy to attack and attack.
- If the player keeps the mouse button pushes Maya attack until the enemy is dead.
- When an enemy dies its death animation is played, then after 2 seconds it disappears into the ground and is destroyed when the player can not see it anymore.

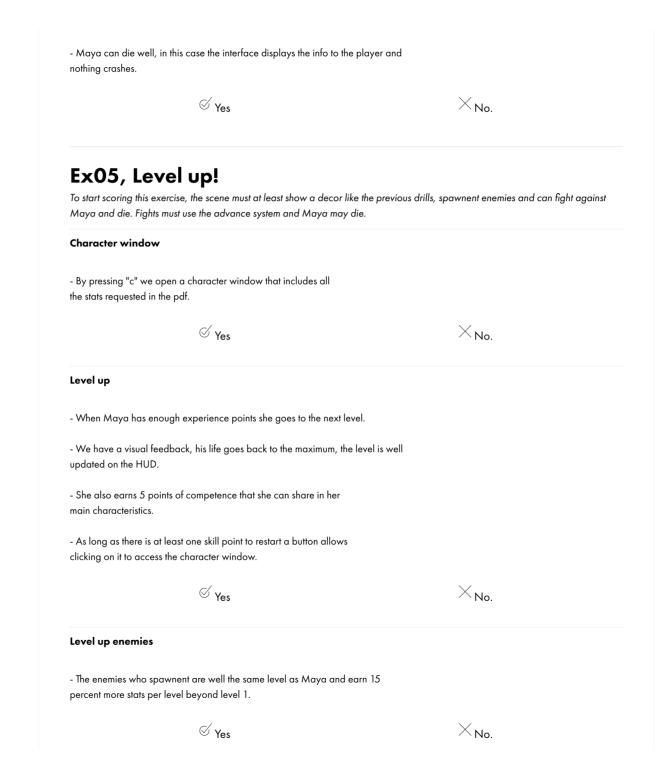




Ex03, The stats, because you have to

To begin the scoring of this exercise, the scene must at least show a decor like the previous exercises, spawnent enemies, can fight against Maya and die.

- The prefabs of enemies	and Maya have the main stats prefilled.	
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Combat 2		
- Fights use the system of	f advanced formulas and the keys and	
	with a random factor. Again use	
the demo AND read the		
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	cent of life when walking on it.		
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ratings			
Do not forget to d	heck the flag		
	⊘ Forb	idden function	
Conclus	sion		
Conclus Leave a commen			
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