

SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 02 (/PROJECTS/PISCINE-UNITY-DAY-02)

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/5469/d02.en.pdf>)

 Assets & demo (/uploads/document/document/865/d02.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, Point and click

To begin the notation of this exercise, the scene must at least show the map provided in the assets and the character.

displacement

A click on the map directs the character to go there, and he goes there.

☒ Yes

☐ No.

Orientation

The character is always oriented toward his destination.

☒ Yes

☐ No.

His

A sound is triggered when the character receives the order to move.

☒ Yes

☐ No.

Animation

The character has a walking animation that is active only when he walks.

☒ Yes

☐ No.

Ex01, The more we are crazy

To begin the notation of this exercise, the scene must at least show the map provided in the assets and several characters.

Simple selection and displacement

A left click on a character adds it to the active selection . A second left click on the map moves this character to the place indicates.

☒ Yes

☐ No.

Multiple selection and displacement

A left click on a character, followed by several left clicks with the control key pressed on several characters added to the active selection. A simple left click on the map moves all characters at the same time to the destination.

☒ Yes

☐ No.

Selection

Right-clicking clears the active selection. This means that a left click on the map will move any character.

☒ Yes

☐ No.

Ex02, Buildings and villages

To begin the notation of this exercise, the scene must at least show the map and the 10 buildings.

Appearance

Both villages are visually different.

☒ Yes

☐ No.

City Hotels

Both villages have a town hall and they have more health than other buildings.

☒ Yes

☐ No.

Spawn

The two town halls spawn a unit corresponding to their race every 10 seconds.

☒ Yes

☐ No.

Ex03, Action

To begin the notation of this exercise, the scene must at least show the map and the 10 buildings.

Order of attack

When left-clicking on an enemy building or unit, the entire active selection moves to attack it.

☒ Yes

☐ No.

Animation and fighting sound

When a unit attacks a target, an attack animation and an attack sound are played.

☒ Yes

☐ No.

Death and destruction

When a unit or a building has no life points, it is destroyed and disappears accompanied by a corresponding sound .

☒ Yes

☐ No.

Increased spawn time

The destruction of a building increases the spawn time by 2.5 seconds for the player's city hall.

☒ Yes

☐ No.

Console

The console displays a log of units and attack buildings with their remaining health points. The console also displays the winning team at the end of the game.

☒ Yes

☐ No.

Ex04, Player vs IA

To begin the scoring of this exercise, the scene must at least show the map, the 10 buildings, the units must be able to fight, the town halls must spawn units every 10s and the party must be able to finish. In short, it should miss only the AI.

Goal

The AI tries to win and sends its units attacking your buildings and in particular your city hall.

☒ Yes

☐ No.

Baston!

If an AI unit approaches a short distance from a unit of the human player, the player attacks it and attempts to kill it.

☒ Yes

☐ No.

Defense

When the human player attacks the city hall of the IA, this one brings back units to defend its city hall.

☒ Yes

☐ No.

The Overmind

Add points if the AI is even cooler than asking in the subject. One point if the AI is vaguely stupid, up to 5 points if the AI is really very hard to beat without cheating so far.



Rate it from 0 (failed) through 5 (excellent)

ratings

Do not forget to check the flag

☐ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!