

SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 07 (/PROJECTS/PISCINE-UNITY-DAY-07)

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/5547/d07.en.pdf>)
-  Assets & demo (/uploads/document/document/900/d07.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, Draw me a sandbox

For this exercise look at the project in the editor.

Surveillance cameras

- The stage contains a field of 256 by 256.
- The ground is distributed in several zones of game. One can possibly hide.
- The terrain is texture with several textures.

☒ Yes

☐ No.

Ex01, A tank to govern them all

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

A tank

- The scene contains a tank.
- It can be moved forward or backward with W and S.
- The body of the tank can be rotated with A and D.
- The cannon always aims towards the mouse and turns only around the y axis.

☒ Yes

☐ No.

Boost

- You can use a boost and advance the tank faster by pressing the Left Shift key.
- The boost is limited and must be recharged after a certain time of use.

☒ Yes

☐ No.

Submachine gun and missiles

- With the left click you can shoot with the machine gun.
- By right clicking you can launch a missile.
- A limit number of missiles can be used.
- The submachine gun and the missiles use a physical Raycast with a defined range.
- The submachine gun and the missiles produce a particle in their impact.

☒ Yes

☐ No.

His

- The game contains sound effects of machine gun, missiles, explosions.
- The game contains at least one music.

☒ Yes

☐ No.

Ex02, Wargames

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

Life and explosions

- There are several tanks on the scene.
- Each tank (including that of the player) has a certain number of hit points.
- When a tank has no point of life, it explodes and disappears.
- If the player's tank explodes the redemmare part.

✓ Yes

✗ No.

Artificial intelligence

- At least 2 tanks are controlled by an artificial intelligence. They can move by themselves with the help of a navmesh and will always go towards the nearest enemy.
- When the enemy is at the door and at the right height, the AI will attack him.
- Tanks controlled by the AI can attack each other.
- AI does not attack regularly and not always with the same weapon.
- Tanks controlled by the AI do not fit inside.

✓ Yes

✗ No.

Ex03, Pimp My Tank!

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

Worldspace GUI

- A 3D GUI is present around the tank.
- It displays the essential information: life points and remaining missiles .
- A distinctive sign of the other GUI makes it possible to understand at first glance that it is well in 3D in our scene.

✓ Yes

✗ No.

Sight, viewer

- The GUI also contains a crosshair / viewfinder that lets you know where you shoot.

- If the shot is right the viewfinder changes color.

✓ Yes

✕ No.

ratings

Do not forget to check the flag

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!

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