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



revor

SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/PISCINE-UNITY) / RUSH01 (/PROJECTS/PISCINE-UNITY-RUSH01)

Introduction

Please respect the following rules:

- Remain polite, courteous, respectful and constructive throughout the correction process. The well-being of the community depends on it.
- Identify with the person (or the group) graded the eventual dysfunctions of the work. Take the time to discuss and debate the problems you have identified.
- You must consider that there might be some difference in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade him/her as honestly as possible. The pedagogy is valid only and only if peer-evaluation is conducted seriously.

Guidelines

- You can only evaluate what is inside the repository of the student (or the team).

Attachments

Subject (https://cdn.intra.42.fr/pdf/pdf/5592/rush01.en.pdf)

Preliminaries

General instruction respect	
- The work of the student (or the team) is available on the repository.	
- The student (or team) is capable of explaining his work in details at any point of the evaluation.	
- The general instructions and possible specific instruction of the day are fully respected during the whole evaluation.	
⊗ Yes	×N₀
Remarks - For the correction of this project build the game in the editor everything must be configured so you just have to click the Build and Run button.	
- Test the game in depth to check out that the submitted work match the subject or at least stays in the spirit of the game.	
	imesNo
General gameplay	

- A map with a NavMesh.

- A diving camera, fixed on the hero controled by the player

(you can keep on using Maya or take any other character, as long as he is rigged/animable).

- A hero controlled with the mouse: left click on the landscape to move, left click on an enemy to attack, the hero keep on attacking if the click is maintained on the enemy.
- Enemies, that follow and attack the hero if he is in their detection range.
- Basic idle/run/attack/death animation for every character implemented in the game.
- An advanced fight system based on stats: strength that increase damages, agility that increases hit chance and parry, constitution that will increase HP.
- An XP system, every ennemy killed give X experience points. When the hero has enough XP he levels up and obtains 5 stats point to spread accross main stats.
- Enemies that spawn must be of the same level than the hero, it being level 1 or level 50.
- A HUD displays the life of the hero/enemy selected, their respective levels as well as the XP of the hero.
- A character window that displays all the stats: STR, AGI, CON, minDamage, maxDamage, XP, xpToNextLvI, maxHP \dots
- Life potions randomly looted by enemies and that heal the hero with 30\% of maxHP when he walks on them.





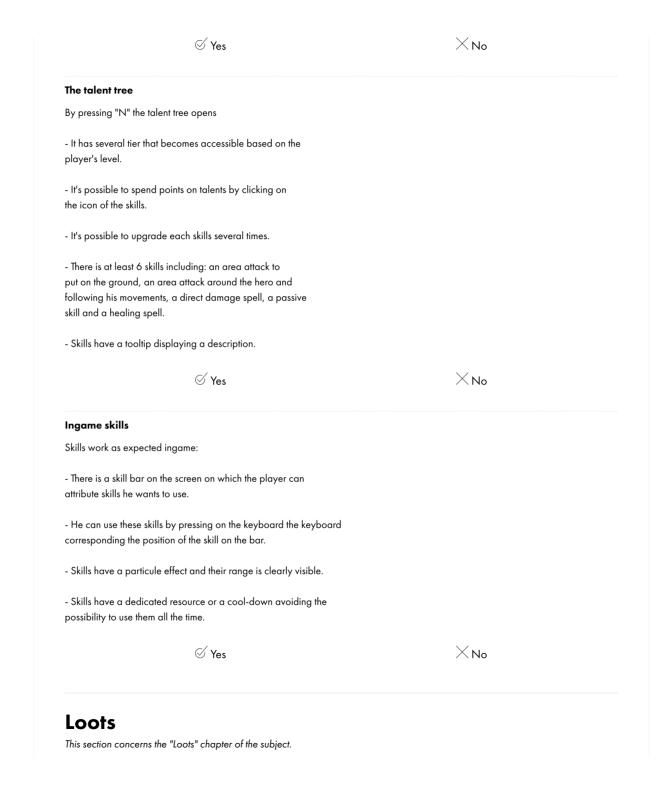
The skills

This section concerns the "The skills" chapter of the subject.

Talent points

After each Level Up, the hero will also win a talent point.

We can see the total unused amount in a talent tree window.



A matter of appearance	
The weapons must have different appearances and be choosen randomly in the defined models list.	
∀Yes	imesNo
Weapon's stats	
- The stats are randomly generated but remains realisticly linked to the player's and enemy's level.	
- The weapons have the required stats: Damages and attack speed.	
- There is different rarity levels and powerful weapons don't drop every 3 enemies. If the groupe didn't generate any cheat to drop weapons on the fly check the code to see how rarity was managed.	
	imesNo
Weapon's stats	
- There is a tooltop displayed when the mouse goes over a weapon.	
∀Yes	\times No
A little bit of variety This section concerns the "A little bit of variety" chapter of the subject.	
Maps	
There is an outdoor map and a dungeon with several floors.	
	×No
The boss	
The boss - There is a boss at the last floor, with a lot of life and different attack skills.	

Sound effects		
Some sound effects are implement sounds, battles sounds, enemy so	nted. For example interface sounds, walking creams, etc.	
6	Yes	imesNo
Music		
There is a background music in th	ne game.	
€	7 Yes	\times No
This section concerns the "A chec	o rule them all at code to rule them all" chapter of the subject and	the balance of the game.
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This section concerns the "A check Cheatcodes - There is a key that allows the pla a level Another key allows the instant s Balance - The game must be balanced! N level 15, level 30. For every test	at code to rule them all" chapter of the subject and ayer's character to instantly win pawn of a weapon. Yes	

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	tional bonus implemented. Careful nd complex as proposed in the su			
f there is a CONVINCING I the points.	6 implementatino of an ``Ass Stall	lion" give		
	Rate it from 0 (fa	iled) through 5 (excellent)		
Patinas				
Ratings on't forget to check the flag	g corresponding to the defense			
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