

SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/PISCINE-UNITY) / DAY 00 (/PROJECTS/PISCINE-UNITY-DAY-00)

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).
- You must stop counting points at the first wrong or incomplete exercise, but you are invited to continue discuss about the other exercises.

Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/5448/d00.en.pdf>)

 Demo & assets (/uploads/document/document/851/d00.tar.gz)

Preliminaries

This section is dedicated to the evaluation preparation and to test prerequisites. It doesn't reward any points, but if anything listed below is wrong at this stage or at any moment of the evaluation, the final grade is 0 for the day. Check if the use of a flag is necessary or not.

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

 No

Unity Bootcamp D00

- For every exercise, open the project in Unity and run it in the editor (the small "play" button at the top of the window). - Test properly every exercise to make sure the submitted work match what is asked in the subject. - Remember to check that only the authorised functions are used to solve the exercise.

Ex00, Balloon Simulator 2015

- The space bar must allow the player to bloq the balloon.
- The balloon deflates on its on when the player doesn't pressee the space bar.
- If the balloon deflates completely, it's game over. The time is displayed on the console.
- The more you press the space bar, the more the player is out of breath. When that happens, pressing the space doesn't do anything

for a certain time.

- If the balloon is too much blown, it explodes. It's game over, the time is displayed on the console.

✓ Yes

✗ No

Ex01, Quick Time Event

- The scene must display 3 vertical lines and 2 horizontal lines crossing each other, to create a "grid".

- Every vertical lines represents a "column" on which "letters" will fall at random speed.

- Letters appear at random with an arbitrary time gap between each other, possibly random.

- Letters appear from the top horizontal line and fall to the bottom horizontal line.

- At any point in time, after the appearance of a letter and until it disappears the player can press the corresponding key on the keyboard.

- We are trying to measure the precision between the key press and the distance with the bottom horizontal line. The closest it is, the better the precision is.

- At each key press corresponding to a letter on screen, the precision is displayed on the console.

- Letters cannot stay instantiated in the scene once they are out of the game zone.

✓ Yes

✗ No

Ex02, Mini Golf

- The scene must display a game zone, a golf club, a ball and a hole.

- When pressing the space bar, the force in which the ball is

hit increases. The more the key is pressed the stronger the force is.

- When releasing the space bar, the ball is hit and send in the direction of the hole.

- If the ball hits the opposing wall, it rebounds.

- If the ball goes too fast over the hole, it doesn't fall in it.

- As long as the ball isn't put in the hole, the player continues to play.

- The player starts with -15 points and wins 5 points each time he shoots the ball. If the score becomes higher than 0, the player loses, even though the game continues.

- The score is displayed in the console after each shot.

✓ Yes

✗ No

Ex03, Flappy Bird

- The scene displays a bird, a ground and pipes.

- The scene scrolls automatically from right to left, the bird doesn't move on the X axis.

- If no keys are pressed, the bird falls quickly to the ground.

- If the bird touches a scenery element, it's game over.

- Press the space bar to give the bird a push up to make him avoid obstacles.

- There cannot be more than 2 pipes instantiated on the scene therefore they must be reinitialised.

- The speed of the game must increase with time, after each pipes for example.

- The game is timed, and the player wins 5 points for each pipe passed through.

- When the game is finished, the time and the score must be displayed in the console.

✓ Yes

✗ No

Ex04, Pong !

- The scene must display 2 rectangles wich represents rackets, a square that represents the ball.

- The ball starts at the center to one of the player up or down, randomly picked.

- It must be possible to move vertically the left racket using W and S and the right racket using UP and DOWN.

- When the ball hits a racket, it rebounds in the opposite direction horizontally and vertically.

- When the ball hits a wall at the top or bottom its vertical direction is reversed.

- When the ball goes over a racket, the opposing player wins a point, and the ball starts from the center again.

- After each point the score is displayed in the console.

✓ Yes

✗ No

Ratings

Don't forget to check the flag corresponding to the defense

✓ Ok

📄 Empty work

📄 Incomplete work

💬 No author file

💀 Invalid compilation

📄 Norme

📄 Cheat

💥 Crash

🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Preview!!!

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