

SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 04 (/PROJECTS/PISCINE-UNITY-DAY-04)

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/5481/d04.en.pdf>)

 Demo & assets (/uploads/document/document/874/d04.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 small "read" button 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, Data Select!

Creation of the title screen and the level selection screen

User profile

The playerprefs store the levels of unlocked by the player, the number of lives lost and rings won all parts and the best score on each level.

✓ Yes

✗ No.

The data select

A GUI is present in the scene DataSelect and allows to display all the infos stored in the playerprefs as well as to choose the level to launch.

✓ Yes

✗ No.

Start and Reset

There is a scene with a title screen and a button to reset the user profile. You can go to the DataSelect scene by pressing Enter .

✓ Yes

✗ No.

Ex01, A basic level

The first level without traps nor enemies, but with its lot of rings and paths.

A beginning of level design

Sonic appears at the beginning of the level and can be directed to the end panel using several paths.

☒ Yes

☐ No.

The weather

A GUI displays the time since the beginning of the level in the form requested (updated every second and displaying only minutes and seconds run).

☒ Yes

☐ No.

Rooms

The level is filled with rings to catch. Whenever Sonic catches a ring the corresponding sound is played and the ring counter increases accordingly.

☒ Yes

☐ No.

The rotating panel and score

When Sonic passes next to the end panel it starts spinning, the end-of-level music is played and the score appears exactly 6 seconds later.

☒ Yes

☐ No.

The music

The corresponding music at the current level must be played. If it's not the original level (or a remix) it must still come from one of the games Sonic.

☒ Yes

☐ No.

Ex02, Stop the ride?

Added traps and other fun. You must have a second playable level to rate this exercise.

The holes

There is one or more holes in the level and if Sonic falls, he loses a life, the corresponding sound being played and the total number of lost lives updated in the playerprefs.

☒ Yes

☐ No.

The peaks - dead

You must check if the expected behavior is triggered when Sonic touches peaks. Look at the code to verify that everything is in accordance with what is asked in the subject and test ingame to verify that nothing bug. If Sonic does not have rings the dead method is well known.

☒ Yes

☐ No.

The peaks - bump

If Sonic has rings he does not die but is thrown back by having velocity zero and then applying ForceMode2D.impulse.

☒ Yes

☐ No.

Peaks - bools

The bools of the Sonic.cs script and the animator are well defined as in the subject. isHit goes to true, and the stopHit method is Invoke 2 seconds later.

☒ Yes

☐ No.

The peaks - Coroutine invincible

A coroutine rendering Sonic invincible for 5 seconds is thrown.

☒ Yes

☐ No.

The peaks - the rings

Sonic loses all his rings and half is thrown around him following the instructions of the subject.

☒ Yes

☐ No.

Ex03, Fast as light

Added bumpers and TVs. You must have a third playable level to rate this exercise.

Physics of bumpers

There are different bumpers in the level. They are triggered only when Sonic comes in contact with the central part of their sprite.

☒ Yes

☐ No.

Animation and sound of bumpers

When a bumper is triggered his sprite is well animated as demand in the subject. We also hear the corresponding sound.

☒ Yes

☐ No.

Physics of TVs

The TVs have a good collider and can be destroyed when Sonic comes in contact with them while driving. In this case the Destroy () method of Sonic.cs is well called.

☒ Yes

☐ No.

Animation of TVs

The TVs are animated as accurate in the subject. When they are broken, the corresponding sprite is displayed and the collider is disabled.

☒ Yes

☐ No.

TV rings

The TV gives 10 rings when it is destroyed.

☒ Yes

☐ No.

TV super boots

TV when destroyed increases Sonic's max speed and music pitch before returning to normal after 15 seconds.

☒ Yes

☐ No.

TV shield

TV when it is destroyed creates a shield around Sonic that behaves as accurate in the subject.

☒ Yes

☐ No.

Ex04, enemies!

Adding enemies to the game. You must have a fourth playable level to rate this exercise.

shoot

A fixed enemy who fires projectiles (in a straight line, in a bell, with a searching head, it does not matter).

✓ Yes

✗ No.

Spiker

An enemy who moves slowly and stops to turn into a peaked ball.

✓ Yes

✗ No.

Runner

An enemy that moves quickly without any other ability.

✓ Yes

✗ No.

Gonna kill em all

To kill a Sonic enemy must be in a ball either rolling or jumping and the Destroy () method is called. If it hits an enemy in another state the getHit () method is called.

✓ Yes

✗ No.

Bonus Exercise, Dr. Robotnik

The end boss. It appears either at the end of the fourth level or in a fifth.

The final fight

The final fight must be classed. For you to choose your definition of this word, but ideally it would be necessary that the boss has one or special attacks , that it has several points of life, that it blinks when one touches it and that a sound is plays, that the music of the fight is epic. And do not panic, the note is registered but it is a bonus exercise that does not count in the 100 validation points of the day.

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 !!!

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