

# SCALE FOR PROJECT POOL UNITY (/PROJECTS/PISCINE-UNITY) / DAY 06 (/PROJECTS/PISCINE-UNITY-DAY-06)

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## 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.

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## Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/5532/d06.en.pdf>)

 Assets & demo (/uploads/document/document/894/d06.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 this day, special attention is paid to the artistic quality of the exercises. You are free to judge this value using the demo as a scale.
- 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.

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## Ex00, The crime scene

*For this exercise look at the project in the editor.*

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### Surveillance cameras

The stage contains at least one surveillance camera.

☒ Yes

☐ No.

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### Ca ventile

The scene contains at least one fan (or other object to  
avoid a camera).

☒ Yes

☐ No.

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### Doors and keys

The stage must contain at least one door and one key.

☒ Yes

☐ No.

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### Papers and secret documents

The scene contains at least one paper / document.

☒ Yes

☐ No.

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### A decor

All the elements above are placed inside a decor with an interesting level design.

☒ Yes

☐ No.

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### Artistic quality

The level is aesthetic and agreeable to browse.

☒ Yes

☐ No.

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## Ex01, And the light was

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

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### Lights

The stage contains at least 2 lights and the latter set up an atmosphere.

☒ Yes

☐ No.

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### Meter of discretion

- A GUI representing a gauge of discretion is present.

- This gauge increases if the player runs or enters a very bright area .

- The gauge goes down when the player stops running and is in a less luminous area.

☒ Yes

☐ No.

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### Alarm and Game Over

- When the discretion gauge reaches 75% the player is marked and an alarm is launched. The alarm must be audible and / or luminous.

- If the gauge reaches 100% the game is over and the game is restarting.

✓ Yes

✗ No.

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## Ex02, Big Brother is watching you

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

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### Cameras

- The cameras have a visible and comprehensible range of action for the player.

- If the player enters the range of a camera then his discretion gauge increases very quickly.

✓ Yes

✗ No.

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### Camouflage

The player has the possibility to dodge the radius of the cameras with the help of a decorative element. For example a breakdown. When it uses this camouflage and that passes in the radius of a camera its gauge of discretion increases slowly.

✓ Yes

✗ No.

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## Ex03, A goal

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

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### Locked

- The stage must contain a place that is blocked by a closed door.

- This door can only open when you have the key.
- We must be able to recover a key somewhere in the game.

☒ Yes

☐ No.

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### Game over

- You can retrieve documents / papers hidden in the scene after opening the door.
- Once recovered the game is over and the game starts again.

☒ Yes

☐ No.

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### Sounds and music

- The game contains normal music and alarm music when the player is marked.
- The player makes footsteps when running.
- There are ambient sounds and localized sounds on certain elements of the decor (fans, cameras, door, ...).

☒ Yes

☐ No.

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## Ex04, The final touch

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

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### Aid texts

- A help text is displayed on the screen whenever an action is possible.
- The text appears and disappears fade.

☒ Yes

☐ No.

### Goal and end message

- A text appears at the beginning of the game summarizing the objective of the game.

- A text appears at the end of the game, varying in case of defeat or success.

✓ Yes

✗ No.

### General atmosphere

Note on 5 the general atmosphere and the artistic quality of the game. If the atmosphere was good enough but no more note 1 if on the contrary it was very fascinating and the graphic / artistic quality really pushed note 5.



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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