

ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course Title	Advanced Diploma			Lecturer Name & Surname	NEIL AQUILINA	
Unit Number & Title		Programming for Computer Games				
Assignment Number, Title / Type		Simple 2D Car Game - Home				
Date Set		09/12/2020	Deadline Date	19/01/2021		
Student Name	Amy Caruana		ID Number	0488000(L)	Class / Group	4.2C

<input type="checkbox"/>	<i>Student's declaration prior to handing-in of assignment:</i> † I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy
<input type="checkbox"/>	Student's declaration on assessment special arrangements (Tick only if applicable) † I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit. † I declare that I refused the special support offered by the Institute.
<input type="checkbox"/>	
Student Signature: A.Caruana Date : 19/01/2021	

Assessment Criteria	Maximum Mark	Mark Achieved
KU2: Describe asset types	5	
KU5: Identify suitable resolution for images of various types	5	
KU6: Select asset types and settings for a range of media assets for a game design	5	
KU7: Identify resolution issues for the development platforms	5	
KU8: Identify appropriate input devices and methods for development platforms	5	
KU9: Show and explain how to deploy a game to multiple devices	5	
AA1: Examine and apply basic programming techniques for a simple game	7	
AA2: Develop a game with graphical and audio assets	7	
AA3: Demonstrate ability to resolve issues and input devices in the development environment	7	
AA4: Apply coroutines for a more interesting gameplay	7	
AA5: Examine and solve gameplay problems	7	
SE2: Resolve programming issues related to sound, graphics and gameplay	10	
Total Mark	75	

Assessor's feedback to student


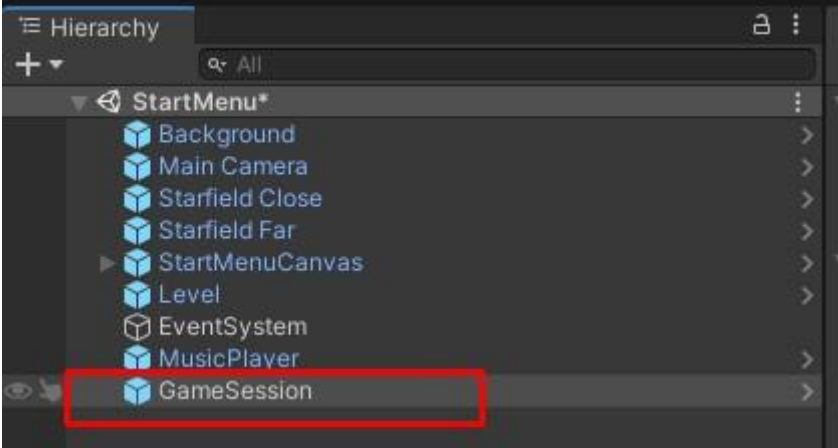
(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)

	Name & Surname	Signature	Date
Internal Verifier : Approval of <u>assignment brief</u>		For approval signature, please refer to electronic audit trail	
Lecturer / Assessor : Issue of results and feedback to student		For approval signature, please refer to electronic audit trail	
Internal Verifier : Approval of <u>assessment decisions</u> (Sample)		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of corrected assignment.			

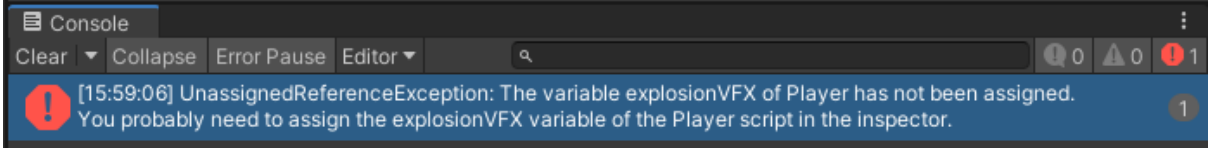
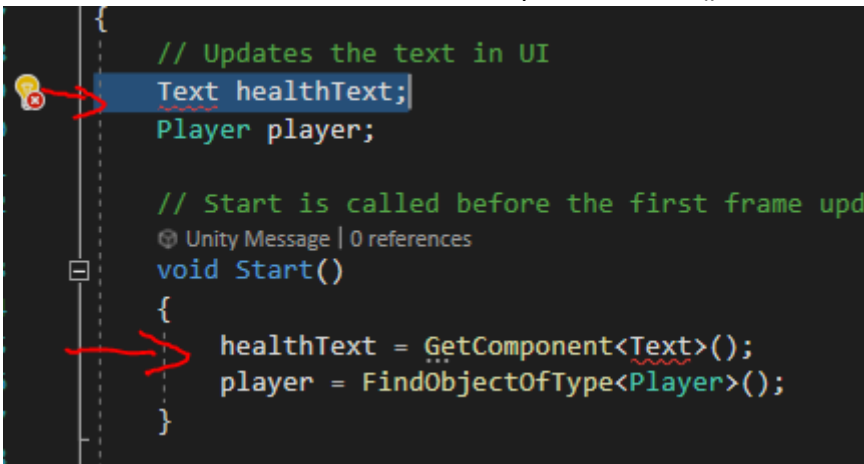
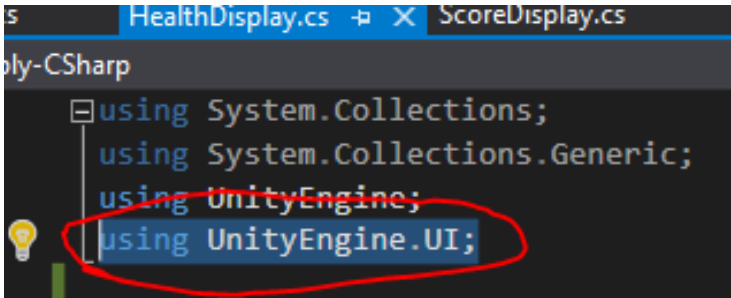
Assessment Criteria
<i>KU2: Describe asset types</i>
<i>KU5: Identify suitable resolution for images of various types</i>
<i>KU6: Select asset types and settings for a range of media assets for a game design</i>
<i>KU7: Identify resolution issues for the development platforms</i>
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<i>AA1: Examine and apply basic programming techniques for a simple game</i>
<i>AA2: Develop a game with graphical and audio assets</i>
<i>AA3: Demonstrate ability to resolve issues and input devices in the development environment</i>
<i>AA4: Apply coroutines for a more interesting gameplay</i>
<i>AA5: Examine and solve gameplay problems</i>
<i>SE2: Resolve programming issues related to sound, graphics and gameplay</i>


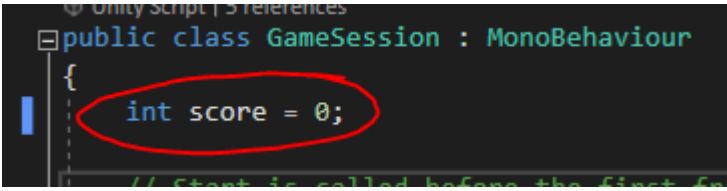
Task 3: Review, Build and Deploy the Game (Deadline Date: 20 January 2021)


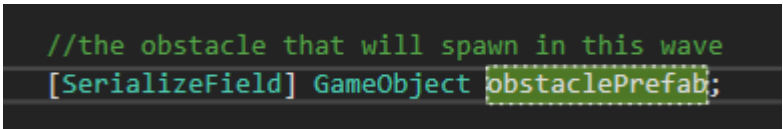
- a. During Development you will encounter programming issues and gameplay problems. You are to document 14 **different** errors shown by the Console, the line error where you had the problems and a short explanation on how you solved the problem. Use the Game Test Document provided to document such information. Save the Game Test Document as a PDF and upload on Github. An example is shown below:

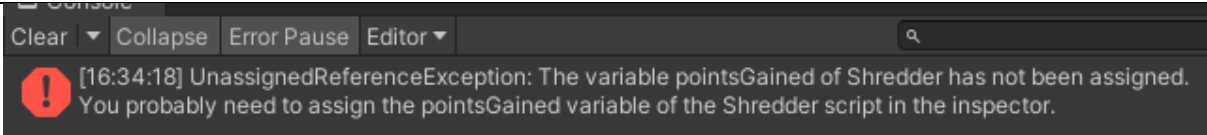
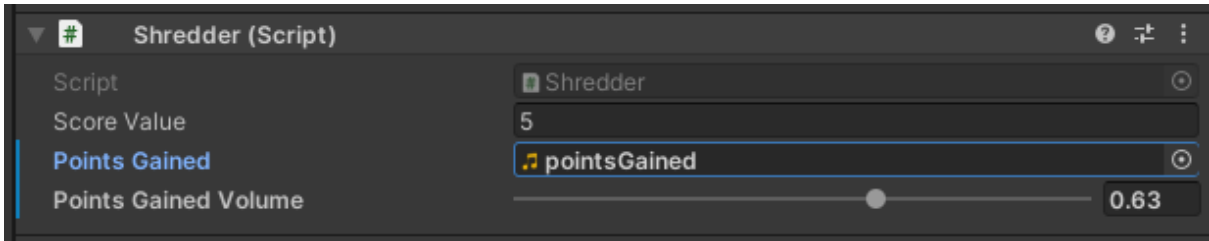
Test Case 1	 [10:58:37] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:21)
Line Error	<i>FindObjectOfType<GameSession>().ResetGame();</i>
Error Explanation	The Game cannot find the <i>GameSession</i> in the Scene
Error Correction	<i>GameSession</i> prefab was moved in the Hierarchy
Error Correction ScreenShot	

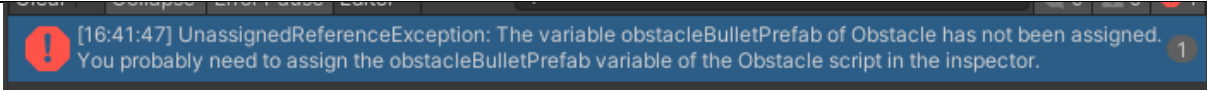
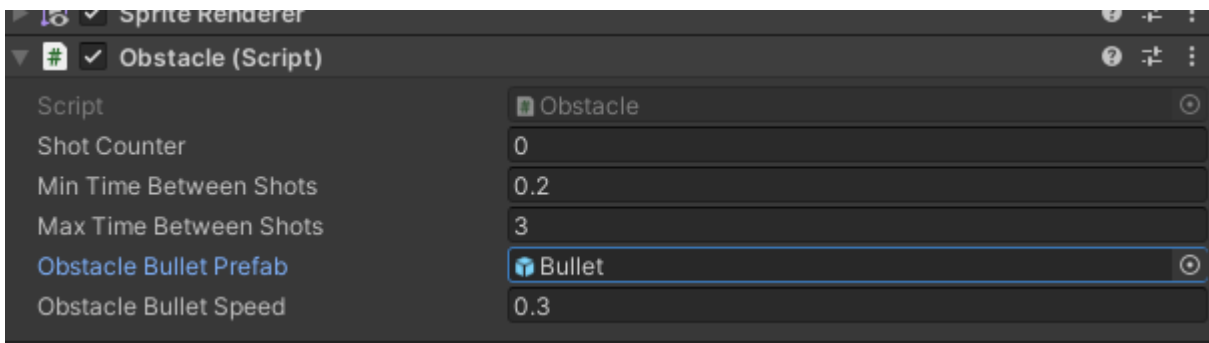
(AA5 – 7 marks)

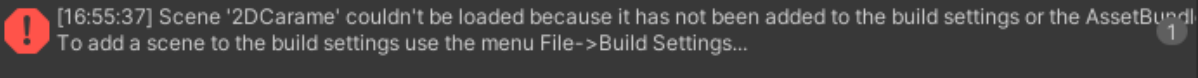
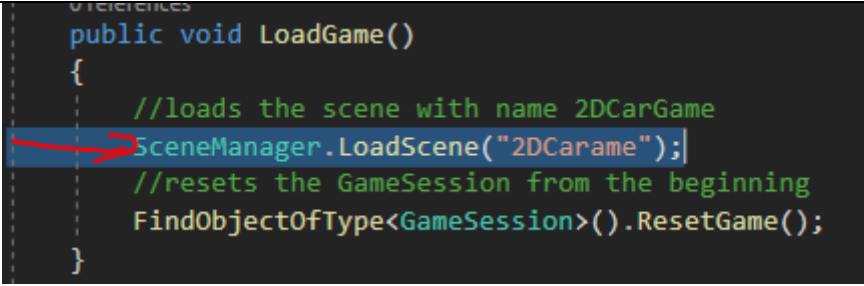
Test Case 4	
Line Error	<p><i>Text healthText; & healthText = GetComponent<Text>();</i></p>  <pre> // Updates the text in UI Text healthText; Player player; // Start is called before the first frame upd Unity Message 0 references void Start() { healthText = GetComponent<Text>(); player = FindObjectOfType<Player>(); } </pre>
Error Explanation	Script could not define the text type
Error Correction	Added 'using UnityEngine.UI'
Error Correction ScreenShot	 <pre> using System.Collections; using System.Collections.Generic; using UnityEngine; using UnityEngine.UI; </pre>

Test Case 5	 [16:15:38] Assets\Scripts\GameSession.cs(35,16): error CS0103: The name 'score' does not exist in the current context
Line Error	--
Error Explanation	Int score is not defined in the 'GameSession' script
Error Correction	Int score was declared at the top of the script
Error Correction ScreenShot	

Test Case 6	 [16:20:30] Assets\Scripts\WaveConfig.cs(30,16): error CS0103: The name 'obstaclePrefab' does not exist in the current context
Line Error	<i>return obstaclePrefab;</i>
Error Explanation	Return prefab did not have the same name as the actual prefab name (incorrect syntax)
Error Correction	renamed the prefab to match with the method return
Error Correction ScreenShot	

Test Case 7	
Line Error	--
Error Explanation	The variable 'pointsGained' has no audio assigned to it in the Shredders inspector
Error Correction	Added the audio clip from the inspector
Error Correction ScreenShot	

Test Case 8	
Line Error	--
Error Explanation	Police car had no prefab assigned to it
Error Correction	Bullet prefab was assigned to the police car prefab via the inspector
Error Correction ScreenShot	

Test Case 9		
Line Error		
Error Explanation	Tries to load 2DCarGame Scene but it is written incorrectly.	
Error Correction	Fixed the name	
Error Correction ScreenShot	