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| Student Name | **Max Marks** |
| 3+ screens | **5.00** |
| Moveable C++ pawn class | **5.00** |
| Shootable/Interactable C++ Actor | **5.00** |
| Collision handling between actors (OnActorHit/OnComponentHit) | **5.00** |
| Basic enemy AI (movement) | **5.00** |
| C++ gamemode with rules | **5.00** |
| In game sound | **5.00** |
| 3rd person camera with springarm in C++ | **5.00** |
| Code is reasonably commented | **5.00** |
| Appropriate use of property and function specifiers | **2.00** |
| Basic HUD | **2.00** |
| C++ Player Controller | **2.00** |
| Use of the UGameplayStatics::ApplyDamage | **2.00** |
| UProjectileComponent used to launch projectile actors that deal damage to enemy | **2.00** |
| Game Timers | **2.00** |
| Game responds to trigger events (OnActorBeginOverlap or OnComponentBeginOverlap) | **2.00** |
| Source Control | **2.00** |
| Destructible mesh actors to be damaged/destroyed by player | **2.00** |
| Implements physics forces (impulse, radial impulse, force) | **2.00** |
| C++ AIPlayerController class | **2.00** |
| Implemented pathfinding | **2.00** |
| Well considered gameplay mechanics | **2.00** |
| Mini game is generally bug free | **2.00** |
| Behaviour tree enables enemies to chase players | **2.00** |
| Behaviour tree enables enemies to attack players from range | **2.00** |
| Raycasting | **2.00** |
| Custom C++ behaviour tree services and behaviour tree tasks | **2.00** |
| Mini map using SceneCaptureComponent/RenderTarget | **2.00** |
| Mini game is bug free | **2.00** |
| Mini game is well polished | **15.00** |
| 40 criteria met? | True/False |
| 50 criteria met? | True/False |
| 60 criteria met? | True/False |
| 70 criteria met? | True/False |
| 85 criteria met? | True/False |