
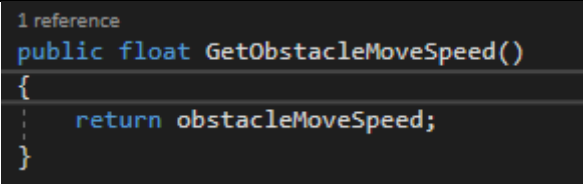




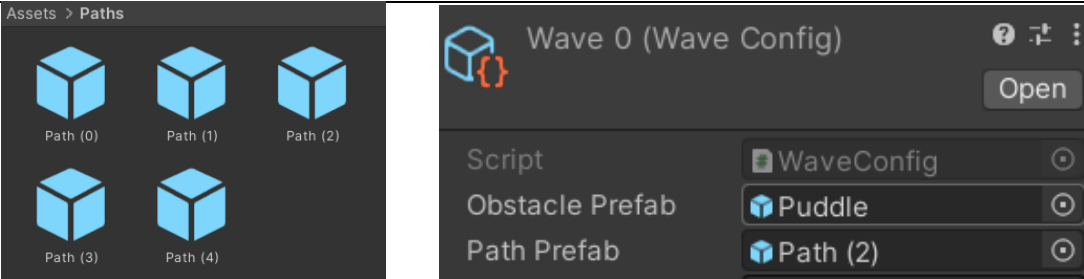
ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)


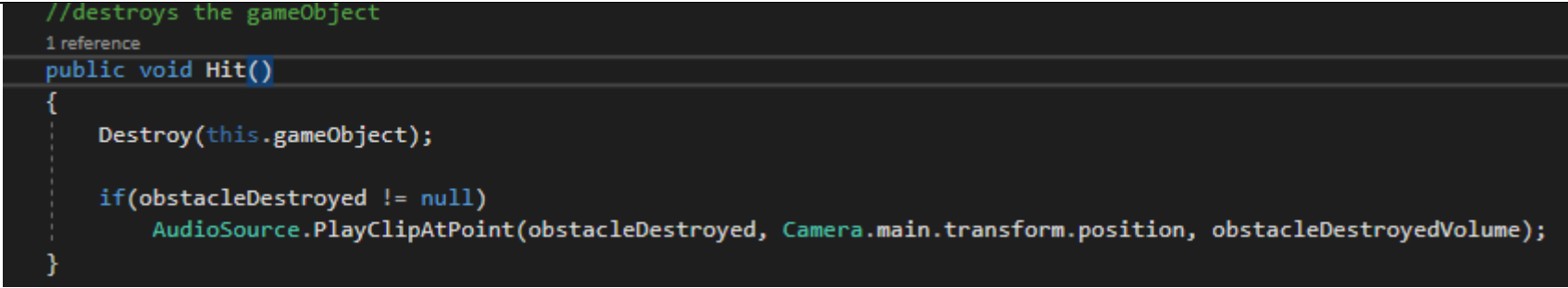
Course Title	Advanced Diploma in Multimedia	Lecturer Name & Surname	NEIL AQUILINA		
Unit Number & Title	Programming for Computer Games				
Assignment Number, Title / Type	Research and Design – Home (24 Hours)				
Date Set	18/12/2020	Deadline Date	19/12/2020		
Student Name	Jake Zammit	ID Number	130099M	Class / Group	MSD4.2A


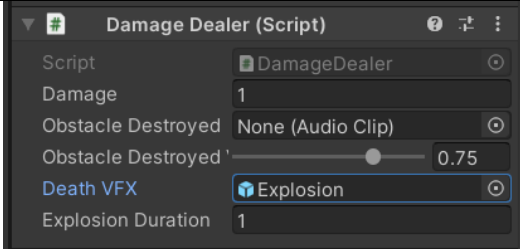
<input checked="" type="checkbox"/>	<i>Student's declaration prior to handing-in of assignment:</i> † I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy		
<input type="checkbox"/>	Student's declaration on assessment special 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:	Jake Zammit	Date :	20/01/2020

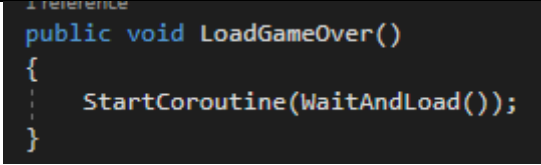
Assessment Criteria	Maximum Mark	Mark Achieved
<i>KU1: Identify and describe different game engines for different tasks</i>	5	
<i>KU3: Describe file types for media assets</i>	5	
<i>KU4: State the relevance of compression settings in media assets</i>	5	
<i>SE1: Design and specify the details of the game to be developed, including a state machine</i>	10	
Total Mark	25	

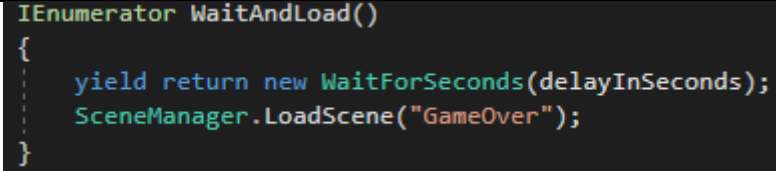
Test Case 1	
Line Error	<code>public float GetObstacleSpeed()</code>
Error Explanation	Mistyped the GetObstacleSpeed function which should have been GetObstacleMoveSpeed instead
Error Correction	<code>public float GetObstacleMoveSpeed()</code>
Error Correction Screenshot	


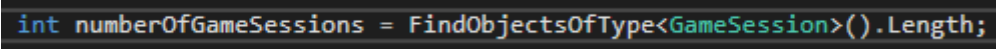
Test Case 2	
Line Error	
Error Explanation	The Path in the hierarchy isn't listed in the Paths folder and therefore isn't being used and needs to be re-assigned
Error Correction	Add Path (2) to the Paths folder and assign it to the wave being used
Error Correction Screenshot	


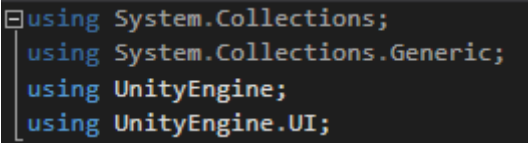
Test Case 3	 UnityEngine.UnassignedReferenceException: The variable obstacleDestroyed of DamageDealer has not been assigned.	
Line Error	AudioSource.PlayClipAtPoint(obstacleDestroyed, Camera.main.transform.position, obstacleDestroyedVolume);	
Error Explanation	Audio is overriding the obstacle destroyed in the bullet prefab	
Error Correction	if(obstacleDestroyed != null)	
Error Correction Screenshot	 <pre> //destroys the gameObject 1 reference public void Hit() { Destroy(this.gameObject); if(obstacleDestroyed != null) AudioSource.PlayClipAtPoint(obstacleDestroyed, Camera.main.transform.position, obstacleDestroyedVolume); } </pre>	


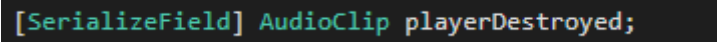
Test Case 4	 UnityEngine.UnassignedReferenceException: The variable deathVFX of DamageDealer has not been assigned.	
Line Error	Death VFX None (Game Object)	
Error Explanation	Bullet isn't working since nothing is assigned in the Death VFX	
Error Correction	Add the explosion particle effect in the Death VFX	
Error Correction Screenshot		


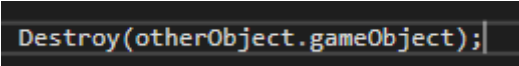
Test Case 5	! Assets\Scripts\Level.cs(29,9): error CS1955: Non-invocable member 'Coroutine' cannot be used like a method.	
Line Error	Coroutine(WaitAndLoad());	
Error Explanation	Coroutine cannot be used as a method	
Error Correction	Start needs to be added in front of Coroutine	
Error Correction Screenshot	 <pre> 1 reference public void LoadGameOver() { StartCoroutine(WaitAndLoad()); } </pre>	


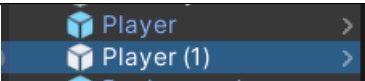
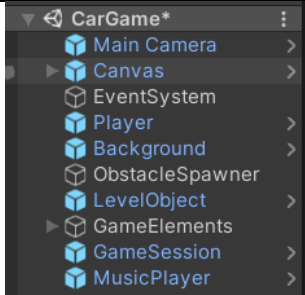
Test Case 6	The body of 'Level.WaitAndLoad()' cannot be an iterator block because 'void' is not an iterator interface type	
Line Error	public void WaitAndLoad()	
Error Explanation	A coroutine cannot be called from a void	
Error Correction	IEnumerator needs to replace the public void	
Error Correction Screenshot	 <pre> IEnumerator WaitAndLoad() { yield return new WaitForSeconds(delayInSeconds); SceneManager.LoadScene("GameOver"); } </pre>	


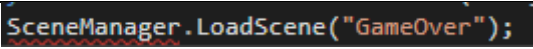
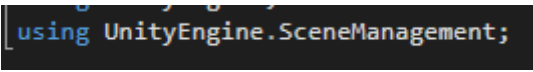
Test Case 7	 CS1061 'GameSession' does not contain a definition for 'Length' and no accessible extension method 'Length' accepting a first argument of type 'GameSession' could be found (are you missing a using directive or an assembly reference?)	
Line Error	<pre>int numberOfGameSessions = FindObjectOfType<GameSession>().Length;</pre>	
Error Explanation	FindObjectOfType doesn't work	
Error Correction	FindObjectsOfType must be used instead	
Error Correction Screenshot		


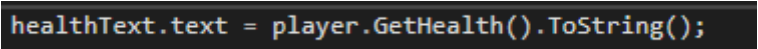
Test Case 8	 CS0246 The type or namespace name 'Text' could not be found (are you missing a using directive or an assembly reference?)	
Line Error	<pre>Text scoreText;</pre>	
Error Explanation	Text Wont work unless UnityEngine.UI is added	
Error Correction	Add the UI library into the script	
Error Correction Screenshot		


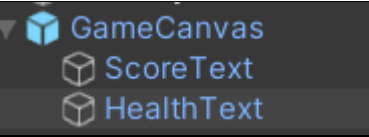
Test Case 9	 Assets\Scripts\Player.cs(89,37): error CS0103: The name 'playerDestroyed' does not exist in the current context
Line Error	AudioSource.PlayClipAtPoint(playerDestroyed, Camera.main.transform.position, playerDestroyedVolume);
Error Explanation	The audio clip playerdestroyed couldn't be played since I wasent being called from anywhere
Error Correction	Add a SerializeField for the AudioClip to play
Error Correction Screenshot	

Test Case 10	 Assets\Scripts\Shredder.cs(12,40): error CS1002: ; expected
Line Error	Destroy(otherObject.gameObject)
Error Explanation	Forgot ;
Error Correction	Added ;
Error Correction Screenshot	

Test Case 11	 UnassignedReferenceException: The variable playerDestroyed of Player has not been assigned
Line Error	
Error Explanation	Accidentally dragged another player into the hierarchy
Error Correction	Delete the Player (1) from the hierarchy
Error Correction Screenshot	

Test Case 12	 Assets\Scripts\Level.cs(13,9): error CS0103: The name 'SceneManager' does not exist in the current context
Line Error	
Error Explanation	Didn't add the SceneManagement Library to the script
Error Correction	Added the SceneManagement Library to the script by means of using UnityEngine.SceneManagement;
Error Correction Screenshot	

Test Case 13	 Assets\Scripts\HealthDisplay.cs(22,9): error CS0103: The name 'healthtext' does not exist in the current context
Line Error	healthtext.text = player.GetHealth().ToString();
Error Explanation	The word text in healthText was miss spelled and needs to be capital instead
Error Correction	Capitalised the word text in healthText
Error Correction Screenshot	

Test Case 14	 NullReferenceException: Object reference not set to an instance of an object
Line Error	
Error Explanation	Health text isn't being used
Error Correction	Remove HealthText and adjust according to the scene
Error Correction Screenshot	