


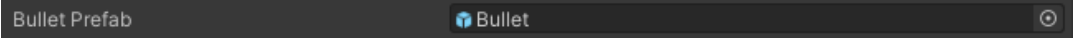
ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)


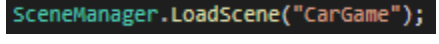
Course Title	Advanced Diploma		Lecturer Name & Surname	NEIL AQUILINA	
Unit Number & Title	Programming for Computer Games				
Assignment Number, Title / Type	Simple 2D Car Game - Home				
Date Set	09/12/2020	Deadline Date	19/01/2021		
Student Name	Gianluca Amato	ID Number	Q344803L	Class / Group	MSD4.2B


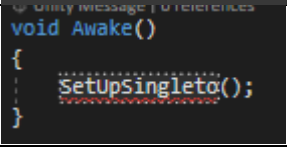
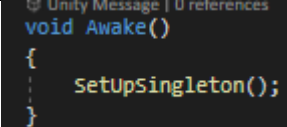
<input checked="" type="checkbox"/>	Student's declaration prior to handing-in of assignment: ❖ I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy
<input type="checkbox"/>	Student's declaration on assessment special arrangements (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.
<input type="checkbox"/>	❖ I declare that I refused the special support offered by the Institute.
Student Signature:	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)
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Test Case 1	 [20:50:48] UnassignedReferenceException: The variable BulletPrefab of Shooter has not been assigned. You probably need to assign the BulletPrefab variable of the Shooter script in the inspector.
Line Error	Bullet Prefab <input type="text" value="None (Game Object)"/>
Error Explanation	The Bullet Prefab wasn't set to an object
Error Correction	A prefab was set in the bullet prefab section
Error Correction Screenshot	


Test Case 2	 [21:00:14] Scene 'CarGam' couldn't be loaded because it has not been added to the build settings or the AssetBundle has not been loaded. To add a scene to the build settings use the menu File->Build Settings...
Line Error	<code>SceneManager.LoadScene("CarGam");</code>
Error Explanation	Name of the scene was misspelled
Error Correction	The name was corrected
Error Correction Screenshot	


Test Case 3	 [21:09:31] Assets\Scripts\MusicPlayer.cs(10,9): error CS0103: The name 'SetUpSingleto' does not exist in the current context
Line Error	
Error Explanation	SetUpSingleton(); was spelled wrong
Error Correction	SetUpSingleton() was written correctly
Error Correction Screenshot	


Test Case 4	 [21:11:43] Assets\Scripts\Player.cs(89,21): error CS1501: No overload for method 'PlayClipAtPoint' takes 1 arguments
Line Error	<code>AudioSource.PlayClipAtPoint(PlayerDeathSound);</code>
Error Explanation	The AudioSource was missing the other required arguments.
Error Correction	The position and volume arguments were added.
Error Correction Screenshot	<code>AudioSource.PlayClipAtPoint(PlayerDeathSound, Camera.main.transform.position, PlayerDeathSoundVolume);</code>


Test Case 5	 [21:44:57] Assets\Scripts\DamageDealer.cs(41,37): error CS1503: Argument 1: cannot convert from 'UnityEngine.Vector3' to 'UnityEngine.AudioClip'  [21:44:57] Assets\Scripts\DamageDealer.cs(41,69): error CS1503: Argument 2: cannot convert from 'UnityEngine.AudioClip' to 'UnityEngine.Vector3'
Line Error	<code>AudioSource.PlayClipAtPoint(Camera.main.transform.position, obstacleDeathSound, obstacleDeathSoundVolume);</code>
Error Explanation	The Camera and DeathSound arguments were swapped
Error Correction	The camera and Deathsound arguments were placed as the 1 st and 2 nd arguments respectively
Error Correction Screenshot	<code>AudioSource.PlayClipAtPoint(ObstacleDeathSound, Camera.main.transform.position, obstacleDeathSoundVolume);</code>

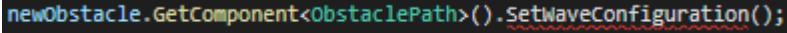
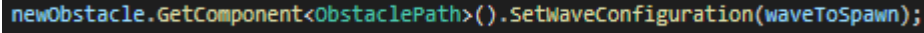
Test Case 6	 [21:48:41] Assets\Scripts\Player.cs(21,17): error CS0102: The type 'Player' already contains a definition for 'xMax'
Line Error	<code>float xMax, xMax;</code>
Error Explanation	Instead of xMin and xMax, it was accidentally placed as 2 "xMax"
Error Correction	The first xMax was replaced with xMin
Error Correction Screenshot	<code>float xMin, xMax;</code>

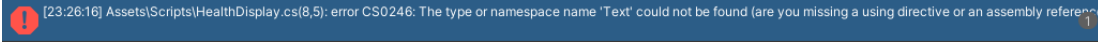
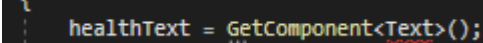
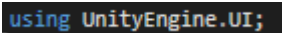
Test Case 7	 [22:02:25] Assets\Scripts\ObstaclePath.cs(29,29): error CS1525: Invalid expression term '='
Line Error	<code>if (waypointIndex <== waypoints.Count - 1)</code>
Error Explanation	There was an extra = in the if statement
Error Correction	The extra = was removed
Error Correction Screenshot	<code>if (waypointIndex <= waypoints.Count - 1)</code>

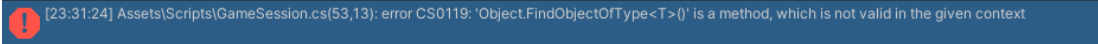
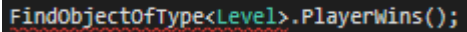
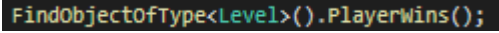
Test Case 8	 [22:12:33] Assets\Scripts\ScoreDisplay.cs(16,40): error CS0246: The type or namespace name 'gameSession' could not be found (are you missing a using directive or an assembly r
Line Error	<code>gameSession = FindObjectOfType<gameSession>();</code>
Error Explanation	Instead of referencing the type "GameSession", it referenced the object of that type "gameSession"
Error Correction	The g in gameSession was capitalized to make it reference the type.
Error Correction Screenshot	<code>gameSession = FindObjectOfType<GameSession>();</code>


Test Case 9	 [22:57:14] Assets\Scripts\Player.cs(22,21): error CS0664: Literal of type double cannot be implicitly converted to type 'float'; use an 'f' suffix to create a literal of this type
Line Error	<code>float padding = 0.5;</code>
Error Explanation	The number was not recognised as a float because it did not have "f" after the number
Error Correction	F was added after the number to make it count as a float
Error Correction Screenshot	<code>float padding = 0.5f;</code>

Test Case 10	 [23:15:01] Assets\Scripts\ObstacleSpawner.cs(43,57): error CS1001: Identifier expected
Line Error	<code>yield StartCoroutine(SpawnAllObstaclesInWave(currentWave));</code>
Error Explanation	The script is expecting an identifier such as return.
Error Correction	Return was added after "yield"
Error Correction Screenshot	<code>yield return StartCoroutine(SpawnAllObstaclesInWave(currentWave));</code>

Test Case 11	Assets\Scripts\ObstacleSpawner.cs(31,54): error CS7036: There is no argument given that corresponds to the required formal parameter 'waveConfigurationToSet' of 'ObstaclePath.SetWaveConfiguration(WaveConfiguration)'
Line Error	
Error Explanation	The required parameters were not entered in the brackets
Error Correction	The required parameters were entered into the brackets
Error Correction Screenshot	

Test Case 12	
Line Error	
Error Explanation	Text could not be identified as the script was not using the UnityEngine's UI function
Error Correction	"using UnityEngine.UI;" was added at the top
Error Correction Screenshot	

Test Case 13	
Line Error	
Error Explanation	It is being recognised as a method as there are not the brackets fter the <>
Error Correction	() was added after <Level>
Error Correction Screenshot	

Test Case 14	 [23:37:54] Assets\Scripts\Shooter.cs(43,63): error CS0246: The type or namespace name 'Vector' could not be found (are you missing a using directive or an assembly reference?)
Line Error	<code>CannonBall.GetComponent<Rigidbody2D>().velocity = new Vector(0, -BulletSpeed);</code>
Error Explanation	Vector is not a type, it is supposed to be Vector2.
Error Correction	2 was added after Vector
Error Correction Screenshot	<code>CannonBall.GetComponent<Rigidbody2D>().velocity = new Vector2(0, -BulletSpeed);</code>