



dgallard



•

Menu

My projects

Holy Graph

List projects

Available Cursus

Your projects

Day 00

Day 01

Day 02

Day 03

Day 04

CPP Module 04

Piscine Unity

SCALE FOR PROJECT PISCINE

UNITY / DAY 00

You should evaluate 1 student in this team

Git repository

```
git@vogsphere.msk.21-school.ru:vogsphere/  
intra-uuid-377c3624-fa38-4d4b-
```

Introduction

For the smooth running of this evaluation, please respect the following rules:

- Remain polite, kind, respectful and constructive whatever happens during this conversation. It's a matter of confidence between you and the 42 community.
 - Highlight the potential problems you 've had with the work you're presented to the person or the group you're grading, and take the time to talk about and discuss those issues.
 - Accept the fact that the exam subject or required functions might lead to different interpretations. Listen to your discussion partner's perspective with an open mind (are they right or wrong ?) and grade them as fairly as possible.
- 42's teaching methods can make sense only if peer-evaluation is taken seriously.

Guidelines

- You must only evaluate what you will find in the student's or group's GiT repository.
- You must stop grading when one exercise is not correct, even if the other

ones are. However, you should keep discussing the other exercises with the evaluated student.

Attachments

[subject.pdf](#) [d00.tar.gz](#)

Foreword

This section is dedicated to the evaluation start and the checking of prerequisites. It's not graded, but if something's wrong or a condition is not met, here or anytime during the evaluation, the grade is 0 and a flag can be ticked if necessary.

Observing the instructions

- The repo contains the evaluated student's or group's work.
- The evaluated student or group can explain their work anytime during the evaluation.
- General and specific instructions are observed all through the evaluation.

Yes

No

Piscine Unity D00

- For each exercise, open the project in Unity and use the execute button in the editor (the little "play" button at the top of the window).
- Test each exercise thoroughly to make sure the turned-in work matches the subject's requirements.
-

Make sure only the authorized functions were used to complete the exercise.

Ex00, Balloon blowing Simulator 2015

- The space bar inflates the balloon.
- The balloon deflates if the space bar is not pressed.
- If the balloon completely deflates, the game is over. The time is then displayed in the console.
- The more you press the space bar, the more the player loses their breath. When the player is breathless, he cannot blow the balloon for a given time.
- If the balloon gets too big, it blows up. The game is over, the time is displayed in the console.

Yes

No

Ex01, Quick Time Event

- The scene must display two vertical lines and three horizontal lines crossing to form a "grid".
- Each vertical line represents a "column" on which "letters" will drop at random speed.
- Letters spawn at random interval.
- Letters spawn on the top line and drop towards the bottom line.

- During the letter's lifespan, the player can press the matching key on their keyboard.
- You measure the accuracy of the hit calculating the distance between the letter and the bottom line. The shorter the distance, the more accurate the hit.
- Each hit on the key shows the accuracy on the screen.
- Letters must not remain instantiated in a scene once they're out of the game zone.

Yes

No

Ex02, Mini Golf

- The scene must display a play area, a club, a ball and a hole.
- When you press the space bar, you increase the power the ball will be hit with. The longer you press, the greater the power.
- When you release the space bar, the ball is hit towards the hole.
- If the ball hits the opposite wall, it bounces.
- If the ball runs over the hole too fast, it doesn't fall in it.
- As long as the ball is not in the hole, the player keeps playing.
- The player start with -15 points and earns 5 points each time they hit

the ball. If the score goes higher than 0, the player loses but the game goes on.

- The score is displayed in the console after each hit.

Yes

No

Ex03, Flappy Bird

- The scene must display a bird, a ground and pipes.
- The scene scrolls from right to left. The bird is still on the x axis.
- When not touch is pressed, the bird quickly falls to the ground.
- If the birds hits an element in the set up, the game is over.
- Pressing the space bar gives an impulse upwards to the bird so it can avoid obstacles.
- There cannot be more than 2 instantiated pipes in the scene. They must be reused.
- The scroll speed must increase with time and each passed pipe.
- The game is timed. Player scores 5 points for each passed pipe.
- When the game is over, the time and score are displayed in the console.

Yes

No

Ex04, Pong!

- The scene must show 2 rectangles that represent the rackets and a square that represents the ball.
- The ball starts in the center of the field and goes towards a random player going up or down.
- You must be able to move the left racket with the W and S keys, and the right one with the Up and Down arrows.
- When the ball hits the racket, it bounces the opposite way, horizontally and vertically.
- When the ball hit the top or bottom walls, it bounces back in the opposite vertical direction.
- When the ball goes beyond a racket, the opposite player scores 1 point, and the ball is back in the middle of the field, where it was at the beginning of the game.
- After each point scored, the score shows and is modified in the console.

Yes

No

Ratings

Don't forget to check the flag corresponding to the defense

Ok

Empty work

No author file

Invalid compilation

Norme

Cheat

Crash

Forbidden function

Conclusion

Leave a comment on this evaluation

Terms of use for video surveillance

Rules of procedure

Declaration on the use of cookies

General term of use of the site

Legal notices

Privacy policy