

Coversheet (Individual)

Please print clearly in block letters using a black or blue pen and complete all relevant sections on this form.

Academic honesty

As a JMC Academy student, you are responsible for ensuring any work you submit for assessment appropriately and accurately references the sources of all work you have used in your assignment that are not your own. Academic dishonesty is academic misconduct and can refer to act of plagiarism, collusion, cheating and contract cheating, falsification, fabrication and enabling academic misconduct. You are responsible for reading and understanding JMC Academy's policies and procedures in relation to academic honesty, and the process for investigating and determining act/s of academic misconduct, and what penalties will apply. Refer to your Student Handbook on PLATO and/or the JMC Academy website for more information.

First name: Last name:

Student number:

Course: ☐ Acting ☐ Animation ☐ Audio Engineering ☐ Design ☐ Certificate III
☐ Entertainment ☐ Film & TV ☐ Game Design ☐ Music ☐ Postgraduate Program in Creative Industries

Campus: ☐ Sydney ☐ Melbourne ☐ Brisbane

Assessment Details

Certificate III students Course code: Course name:

Higher Ed. students Unit code: Unit name:

Assessment number: Assessment name:

Lecturer name: Due date:

Assessment type

☐ Essay ☐ Storyboard/Plans ☐ Analysis
☐ Report ☐ Folio ☐ Written assignment
☐ Presentation ☐ Research paper ☐ Schedule
☐ Recording ☐ Journal ☐ Rationale
☐ Logbook/Workbook ☐ Proposal ☐ Media
☐ Quiz ☐ Other (please specify):

Are you submitting your assessment in multiple parts?
If yes, please specify part number:

☐ Yes parts ☐ No

Please tick appropriate

☐ First submission ☐ Approved extension ☐ Approved submission

Please attach evidence if this is an approved extension or resubmission.

Student declaration

- I have read and understood the Academic Integrity Policy and Procedure
 - I understand the consequences of committing an act of academic dishonesty
 - I understand that JMC Academy will investigate any alleged act of academic dishonesty, and I confirm I will participate fully in that process
- I understand a copy of my assignment may be used by JMC Academy as part of the cycle of moderation
- I declare that this assignment is all my group's own work, and that we have appropriately and accurately referenced sources of all material that is not our own. I declare that I have not plagiarised, colluded, cheated, contract cheated, falsified, fabricated any of the work presented in this assignment

Date:

Office use only

Date received:

Received by:

Task #	Week 1	Status	Notes
<i>Required</i>			
1	Download the assessment 1 base project from GitHub/Plato	<input checked="" type="checkbox"/> Done	
2	Setup on your own computer	<input checked="" type="checkbox"/> Done	
3	Push this project to your own GitHub account (ensure it is public)	<input checked="" type="checkbox"/> Done	
4	Setup the character controller	<input checked="" type="checkbox"/> Done	
<i>Challenges</i>			
1	Make the Game World a little more interesting [Walls, different rooms, ramps, stairs, etc]	<input checked="" type="checkbox"/> Done	
2	Revise everything from the slides!	<input checked="" type="checkbox"/> Done	

Task #	Week 2	Status	Notes
<i>Required</i>			
1	When the user click the mouse button, fire a projectile	<input checked="" type="checkbox"/> Done	
2	Set up some targets in the scene	<input checked="" type="checkbox"/> Done	
3	When a projectile hits a target, destroy the target	<input checked="" type="checkbox"/> Done	
4	Setup the Trigger Zone with the enter and exit functionality	<input checked="" type="checkbox"/> Done	
<i>Challenges</i>			
1	Give the target some hit points, and require multiple hits to destroy	<input checked="" type="checkbox"/> Done	
2	Setup the second trigger zone with the raycast functionality	<input type="checkbox"/> To Be Done	

Task #	Week 3	Status	Notes
<i>Required</i>			
1	Setup a few different target types and turn them into prefabs (Different Shapes, Different Textures,Etc.)	<input checked="" type="checkbox"/> Done	
2	When the player presses the “I” key, instantiate a random target at a random spawn point in the stage	<input checked="" type="checkbox"/> Done	
<i>Challenges</i>			
1	Create a weapon select system with 3 different weapons	<input checked="" type="checkbox"/> Done	
2	Using the 1 - 3 keys, change to a different weapon	<input checked="" type="checkbox"/> Done	
3	Using the left mouse button, fire the correct projectile to the weapon	<input checked="" type="checkbox"/> Done	
4	Display the current weapons name on the UI (possible after the UI Week)	<input checked="" type="checkbox"/> Done	

Task #	Week 4	Status	Notes
<i>Required</i>			
1	Create a TargetManager script and within declare an enum of target sizes	<input checked="" type="checkbox"/> Done	
2	Create a Target script, attach it to each target prefab from last week and assign a target size variable to each of the targets	<input checked="" type="checkbox"/> Done	
3	In a Set Up function in our Target script, use a switch statement to change the scale of the target according to its target size when the game starts	<input checked="" type="checkbox"/> Done	
4	Make the targets move using a coroutine	<input checked="" type="checkbox"/> Done	
<i>Challenges</i>			
1	Get the targets to move via a coroutine to a random new position every 3 seconds	<input checked="" type="checkbox"/> Done	
2	Move the targets by different speeds depending on its size	<input checked="" type="checkbox"/> Done	
3	Set the targets colour by its target size	<input checked="" type="checkbox"/> Done	
4	When pressing the‘R’key, change the targets size to a random new size	<input checked="" type="checkbox"/> Done	

Task #	Week 5	Status	Notes
<i>Required</i>			
1	Import the Singleton script from Plato into the project	<input checked="" type="checkbox"/> Done	
2	Create a GameManager script and turn it into a Singleton with the following: Score variable	<input checked="" type="checkbox"/> Done	
3	Turn the TargetManager into a Singleton, and ensure that the targets are being removed from the target list when they are destroyed	<input checked="" type="checkbox"/> Done	
<i>Challenges</i>			
1	Add a timer to the GameManager that starts at 30 seconds and counts down. When a target is hit, adds 5 seconds to the timer. Display the timer on a UI text object	<input checked="" type="checkbox"/> Done	
2	When the player changes the difficulty (via the Input keys 1 - 3), change all the targets sizes based on their size	<input checked="" type="checkbox"/> Done	

Task #	Week 6	Status	Notes
<i>Required</i>			
1	Create a canvas in the game with a Text object for the score, targets left and difficulty	<input checked="" type="checkbox"/> Done	
2	Create a UIManager as a Singleton, and get it to display the score from the GameManager, the amount of targets left and the difficulty on the UI Text objects	<input checked="" type="checkbox"/> Done	
3	Create a Title screen that allows us to start the game and quit from the game. Jazz up your title screen with logo, and other stuff to look fancy.	<input checked="" type="checkbox"/> Done	
<i>Challenges</i>			
1	Add a visual timer to the UI	<input checked="" type="checkbox"/> Done	
2	Have a difficulty dropdown on an options screen that will change the games difficulty. When changing the difficulty you should also modify your targets	<input type="checkbox"/> To Be Done	

AGA307 Programming Assessment 1 Checklist

Student Name	Patrick Issa
Github Link (ensure it is public)	https://github.com/KoalaPack/AGA307-At-Home

Required Tasks Completed	20
% of Tasks Completed	100.0%

Challenge Tasks Completed	14
% of Tasks Completed	87.5%