


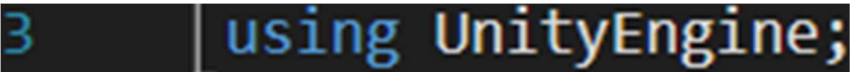
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|---------------------------------|---|--------------------------------|---------------|-------------------------|---------------|------|
| Course Title | Advanced Diploma in Multimedia Software Development | | | Lecturer Name & Surname | Neil Aquilina | |
| Unit Number & Title | | Programming for Computer Games | | | | |
| Assignment Number, Title / Type | | Simple 2D Car Game - Home | | | | |
| Date Set | | 01/12/2020 | Deadline Date | 07/01/2021 | | |
| Student Name | Kyle Tabone | | ID Number | 239103L | Class / Group | 4.2A |


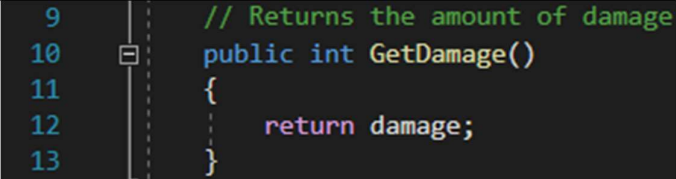
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| <input checked="" type="checkbox"/> | Student's declaration prior to handing-in of assignment: ❖ I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy |
| <input type="checkbox"/> | 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: | <div> <div>Tabone</div> <div>Date : 19/01/2021</div> </div> |


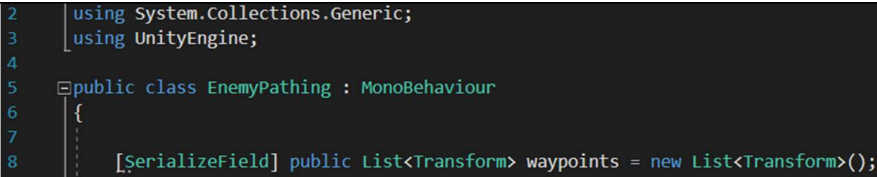
| Assessment Criteria | Maximum Mark |
|---|--------------|
| KU2: Describe asset types | 5 |
| KU5: Identify suitable resolution for images of various types | 5 |
| KU6: Select asset types and settings for a range of media assets for a game design | 5 |
| KU7: Identify resolution issues for the development 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 |


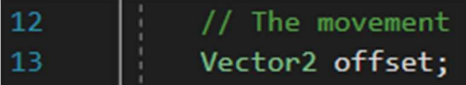
Assessor's feedback to student


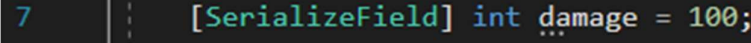
(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)


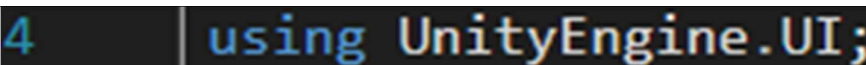
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| Test Case 1 |  [14:52:38] Assets\Scripts\DamageDealer.cs(4,29): error CS0246: The type or namespace name 'MonoBehaviour' could not be found (are you missing a using directive or an assembly reference?) |
| Line Error | (4) <code>public class DamageDealer : MonoBehaviour</code> |
| Error Explanation | It can't recognize "MonoBehaviour" |
| Error Correction | Adding "using UnityEngine" since "MonoBehaviour" is part of Unity |
| Error Correction ScreenShot |  |



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| Test Case 2 |  [10:29:53] Assets\Scripts\DamageDealer.cs(10,16): error CS0161: 'DamageDealer.GetDamage()': not all code paths return a value |
| Line Error | (10) <code>public int GetDamage()</code> |
| Error Explanation | Some value needs to be returned |
| Error Correction | Returning the value |
| Error Correction ScreenShot |  |


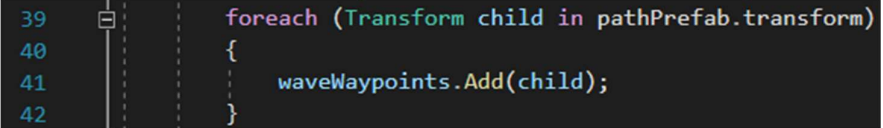
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| Test Case 3 |  [14:57:52] Assets\Scripts\EnemyPathing.cs(7,29): error CS0246: The type or namespace name 'List<>' could not be found (are you missing a using directive or an assembly reference?) |
| Line Error | (7) <code>[SerializeField] public List<Transform> waypoints = new List<Transform>();</code> |
| Error Explanation | The list isn't recognised |
| Error Correction | Adding "using System.Collections.Generic" |
| Error Correction ScreenShot |  |


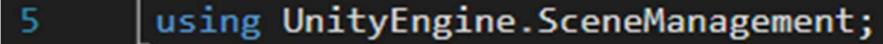
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| Test Case 4 |  [11:31:29] Assets\Scripts\BackgroundScroller.cs(21,9): error CS0103: The name 'offset' does not exist in the current context |
| Line Error | (21) offset = new Vector2(0f, backgroundScrollSpeed); |
| Error Explanation | "offset" is not found and therefore the movement of the background couldn't be done |
| Error Correction | Adding the movement called "offset" |
| Error Correction ScreenShot |  |


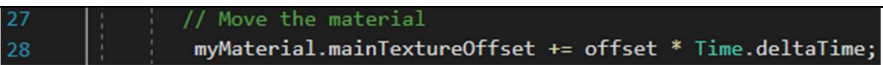
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| Test Case 5 |  [11:44:55] Assets\Scripts\DamageDealer.cs(12,16): error CS0103: The name 'damage' does not exist in the current context |
| Line Error | (12) return damage; |
| Error Explanation | It is returning what isn't found ("damage" in this case) |
| Error Correction | Adding the float "damage" |
| Error Correction ScreenShot |  |


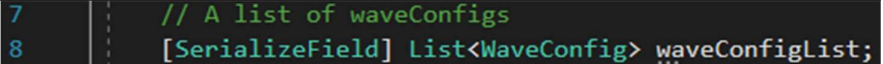
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| Test Case 6 |  [11:50:10] Assets\Scripts\ScoreDisplay.cs(8,5): error CS0246: The type or namespace name 'Text' could not be found (are you missing a using directive or an assembly reference?) |
| Line Error | (8) Text scoreText; |
| Error Explanation | The text can't show in the game |
| Error Correction | Adding "using UnityEngine.UI" |
| Error Correction ScreenShot |  |


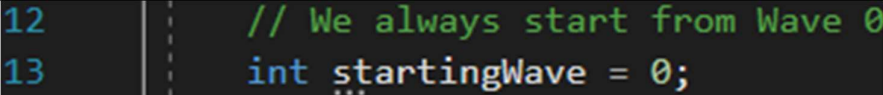
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| Test Case 7 |  [11:58:27] Assets\Scripts\ScoreDisplay.cs(22,26): error CS0029: Cannot implicitly convert type 'int' to 'string' |
| Line Error | (22) scoreText.text = gameSession.GetScore(); |
| Error Explanation | The score is an integer not a string, and in order for the text to show, it needs to be a string |
| Error Correction | Adding the function ".ToString()" to turn the integer into a string |
| Error Correction ScreenShot |  |


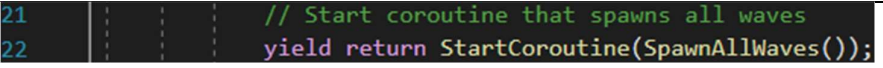
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| Test Case 8 |  [12:13:15] Assets\Scripts\WaveConfig.cs(41,27): error CS7036: There is no argument given that corresponds to the required formal parameter 'item' of 'List<Transform>.Add(Transform)' |
| Line Error | (41) waveWaypoints.Add(); |
| Error Explanation | The pathPrefabs in the list are not letting the “children” (the waypoints) to be added to the list waypoints |
| Error Correction | Adding the word “child” between the brackets |
| Error Correction ScreenShot |  |


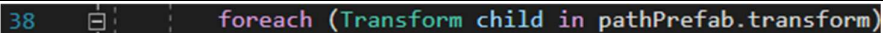
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| Test Case 9 |  [12:23:30] Assets\Scripts\GameSession.cs(41,13): error CS0103: The name 'SceneManager' does not exist in the current context |
| Line Error | (41) SceneManager.LoadScene("GameWin"); |
| Error Explanation | You can't go to scenes without its management systems |
| Error Correction | Adding “using UnityEngine.SceneManagement” |
| Error Correction ScreenShot |  |

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| Test Case 10 |  [17:20:13] Assets\Scripts\BackgroundScroller.cs(28,9): error CS0019: Operator '+=' cannot be applied to operands of type 'Material' and 'Vector2' |
| Line Error | (28) myMaterial += offset * Time.deltaTime; |
| Error Explanation | The main texture of the material is not moving because it's not being called |
| Error Correction | Adding “.mainTextureOffset” to “myMaterial” |
| Error Correction ScreenShot |  |

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| Test Case 11 |  [17:33:37] Assets\Scripts\EnemySpawner.cs(56,44): error CS0103: The name 'waveConfigList' does not exist in the current context |
| Line Error | (56) foreach (WaveConfig currentWave in waveConfigList) |
| Error Explanation | The waves won't spawn and loop because “waveConfigList” isn't there |
| Error Correction | Having waveConfigList as a list of waves |
| Error Correction ScreenShot |  |

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| Test Case 12 |  [17:42:24] Assets\Scripts\EnemySpawner.cs(41,52): error CS0103: The name 'startingWave' does not exist in the current context |
| Line Error | (41) waveToSpawn.GetWaypoints()[startingWave].transform.position |
| Error Explanation | The startingWave doesn't have a variable |
| Error Correction | Making startingWave 0 since we always start from 0 |
| Error Correction ScreenShot |  |

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| Test Case 13 |  [17:57:01] Assets\Scripts\EnemySpawner.cs(22,26): error CS1501: No overload for method 'StartCoroutine' takes 0 arguments |
| Line Error | (22) yield return StartCoroutine() |
| Error Explanation | The coroutine needs a function in between the brackets in order to work |
| Error Correction | Adding a function that spawns all waves |
| Error Correction ScreenShot |  |

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| Test Case 14 |  [18:07:49] Assets\Scripts\WaveConfig.cs(38,37): error CS1579: foreach statement cannot operate on variables of type 'GameObject' because 'GameObject' does not contain a public instance definition for 'GetEnumerator' |
| Line Error | (38) foreach (Transform child in pathPrefab) |
| Error Explanation | The pathPrefab is trying to transform its waypoints, but it can't. |
| Error Correction | Adding ".transform" |
| Error Correction ScreenShot |  |