Programming for Computer Games
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Advantage and the second production of the second s
Mcast Advanced Diploma in Multimedia and software development.
Mariah Muscat 4.2A
291802L

## ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

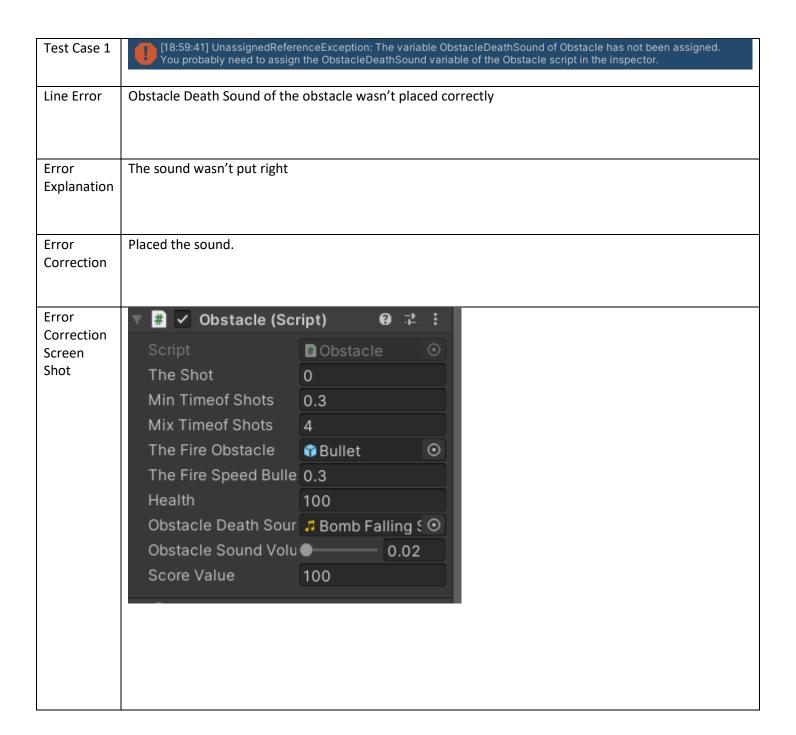
Course Title	Advanced Diplo	ma		Lecturer Name & Surname	me & NEIL AQUILINA	
Unit Number	& Title	Programming for Computer Games				
Assignment Number, Title / Simple 2D Car Game - Home Type						
Date Set		09/12/2020	Deadline Date	19/01/2021		
Student Name Mariah Musca		at	ID Number	291802l	Class / Group	4.2A

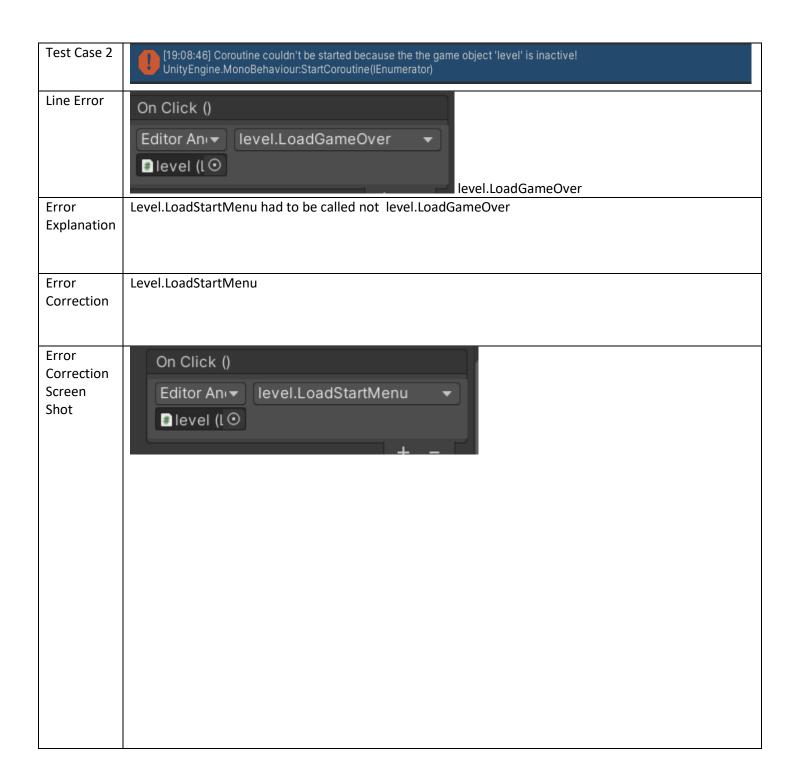
<b>♣ 1</b> €	Student's declaration prior to handing-in of assignment:  ¹ I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy		
Student's declaration on assessment special arrangements (Tick only if applicable)  I certify 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.			
Student Sigr	nature: m.muscat	Date :	20/1/2021

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: Idenitfy 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	

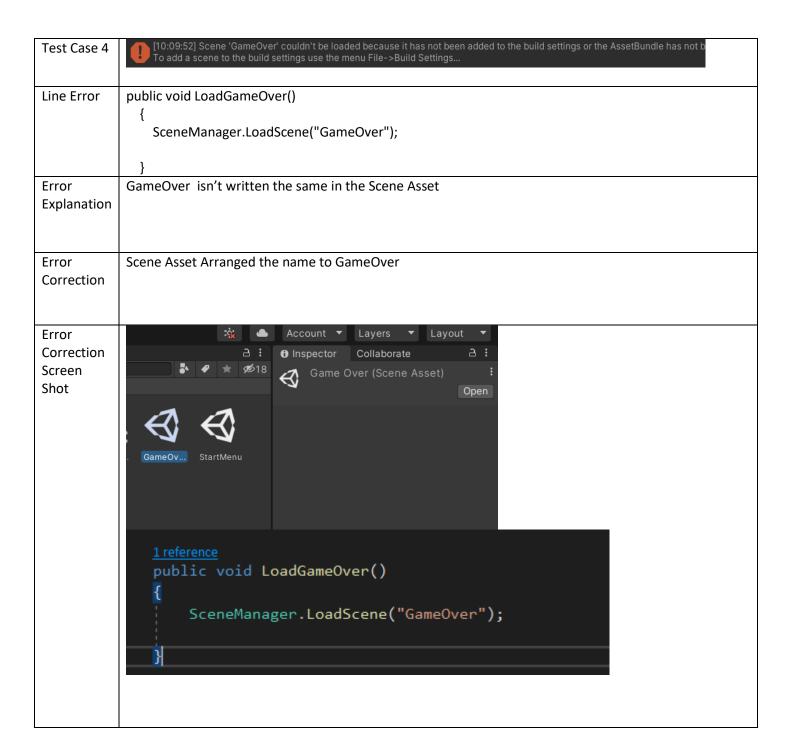
Total Mark	75	
Assessor's feedback to student		
(If necessary, use reverse side of page for IV feedback on assignment brief / sample of asse	ssment decisions)	

	Name & Surname	Signature	Date
Internal Verifier : Approval of <u>assignment</u> <u>brief</u>		For approval signature, please refer to electronic audit trail	
Lecturer / Assessor : Issue of results and feedback to student		For approval signature, please refer to electronic audit trail	
Internal Verifier: Approval of <u>assessment</u> <u>decisions</u> (Sample)		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of corrected assignment.			

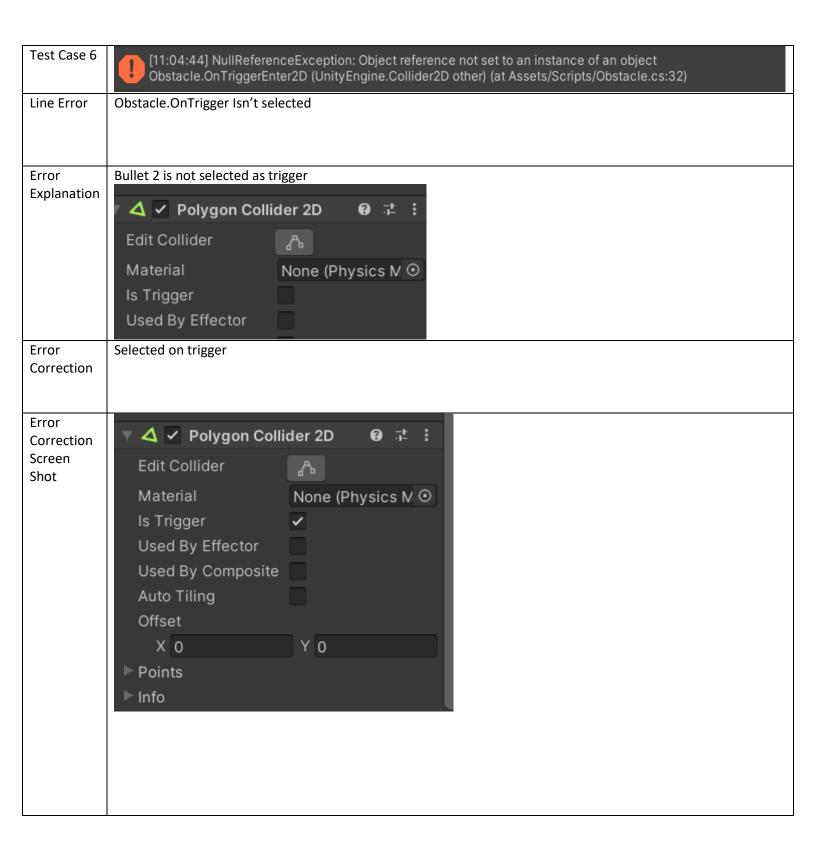


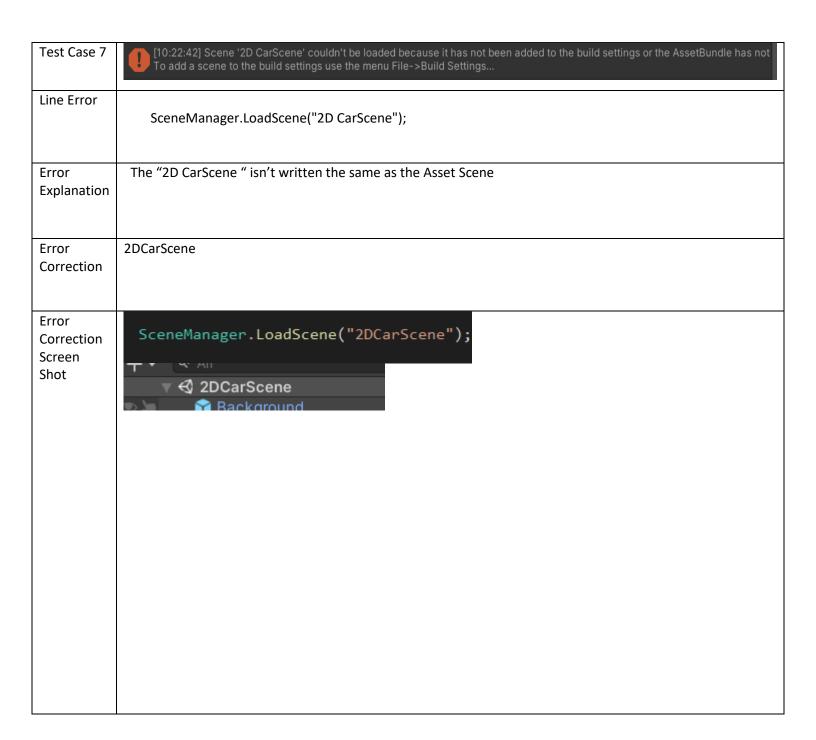


Test Case 3	[17:58:01] UnassignedReferenceException: The variable TheFireObstacle of Obstacle has not been assigned. You probably need to assign the TheFireObstacle variable of the Obstacle script in the inspector.
Line Error	
Error Explanation	
Error Correction	
Error Correction Screen Shot	



Test Case 5	[19:38:21] NullReferenceException: Object reference not set to an instance of an object ObstaclePath.Start () (at Assets/Scripts/ObstaclePath.cs:15)
Line Error	Thewavepoint = obstaclewave.ThePoints();
Error Explanation	The points aren't there
Error Correction	Need to do the points section
Error Correction Screen Shot	





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Test Case 8
                  [10:22:41] NullReferenceException: Object reference not set to an instance of an object
                  level.LoadGame () (at Assets/Scripts/level.cs:22)
Line Error
             Level.LoadGame
             Load game can't be loaded
Error
Explanation
Error
             Because of the error of the linking between the 2DCarScene
Correction
Error
Correction
                public void LoadGame()
Screen
Shot
                     SceneManager.LoadScene("2DCarScene"); //loads the 2DCar Scene of the game
                     FindObjectOfType<GameSession>().ResetGame(); //To reset the game
                }
                public void LoadGameOver()
                     SceneManager.LoadScene("GameOver");
```

Test Case 9	[18:10:02] Assets\Scripts\Player.cs(24,29): error CS1001: Identifier expected
Line Error	float xMin, xMax, yMin, ;
Error Explanation	Wasn't created yMax;
Error Correction	float xMin, xMax, yMin, yMax;
Error Correction Screen Shot	float xMin, xMax, yMin, yMax;

Test Case 10	[18:17:24] Assets\Scripts\Player.cs(77,46): error CS1525: Invalid expression term ')'
Line Error	newXPos = Mathf.Clamp(newXPos, xMin);
Error Explanation	Missing xMax
Error Correction	<pre>newXPos = Mathf.Clamp(newXPos, xMin, xMax);</pre>
Error Correction Screen Shot	<pre>newXPos = Mathf.Clamp(newXPos, xMin, xMax);</pre>

Test Case 11	[18:22:22] Assets\Scripts\Player.cs(101,28): error CS1002: ; expected
Line Error	Destroy(gameObject)
Error Explanation	Missing ";"
Error Correction	Destroy(gameObject);
Error Correction Screen Shot	<pre>1reference private void Die() {     Destroy(gameObject); }</pre>

```
Test Case
                  [18:25:58] Assets\Scripts\ObstacleWaveConfig.cs(39,16): error CS0103: The name 'TheMovOfObstacle' does not exist in the current
12
             TheMovOfObstacle;
Line Error
              Missing words
Error
Explanation
             TheMovOfObstacleSp;
Error
Correction
Error
Correction
                public float MovementSpeed()
Screen
Shot
                      return TheMovOfObstacleSp;
```

Test Case	
13	[18:36:35] Assets\Scripts\Player.cs(77,40): error CS0103: The name 'xMin' does not exist in the current context
Line Error	float xMax, yMin, yMax;
Error Explanation	xMin doesn't exists
Error Correction	float xMin, xMax, yMin, yMax;
Error Correction ScreenShot	float xMin, xMax, yMin, yMax;

Test Case 14	[18:30:50] Assets\Scripts\ObstaclePath.cs(38,37): error CS1525: Invalid expression term ';'
Line Error	obstaclewaveElement+;
Error Explanation	Missing +
Error Correction	obstaclewaveElement++;
Error Correction ScreenShot	<pre>if (transform.position == positionTarget) {     obstaclewaveElement++; }</pre>