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

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| 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 | | Max Zammit | | **ID Number** | **25702L** |  | **Class / Group** | **4.2C** |

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|  | *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* | | | |
|  | ***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 Signature: | | max | **Date :** | **1/19/2021** |

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| 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 |  |

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| **Assessor’s feedback to student** |

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|  | **Name & Surname** | **Signature** | **Date** |
| **Internal Verifier :** Approval of a*ssignment brief* |  | 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 *assessment decisions (Sample)* |  | For approval signature, please refer to electronic audit trail |  |
| **Learner’s signature upon collection of corrected assignment.** | |  |  |

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| Test Case 1 |  |
| Line Error | The variable playerHit has not been assigned. |
| Error  Explanation | The player does not have a variable assigned to the Player Script. |
| Error  Correction | Inserted sound to Player Car script. |
| Error  Correction  ScreenShot |  |

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| Test Case 2 |  |
| Line Error | This type or namespace name ‘Text’ could not be found |
| Error  Explanation | The variable Text could not be found. |
| Error  Correction | Inserted using UnityEngine.UI in HealthDisplay.cs |
| Error  Correction  ScreenShot |  |

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| Test Case 3 |  |
| Line Error | 3 couldn’t be loaded because it has not been added to the build settings |
| Error  Explanation | Scene 3 could not be loaded because it was not added to the build settings |
| Error  Correction | Went on File, Build Settings and added the WinnerScene. |
| Error  Correction  ScreenShot |  |

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| Test Case 4 |  |
| Line Error | Cannot implicitly convert type ‘UnityEngine.Coroutine’ |
| Error  Correction | Using yield return instead of return, so it can return each element one at a time. |
| Error  Correction  ScreenShot |  |

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| Test Case 5 |  |
| Line Error | Error CS0161: ‘EnemySpawner.SpawnAllWaves()’: not all code paths return a value |
| Error  Explanation | The code paths do not return a value |
| Error  Correction | Using yield return instead of return, so it can return each element one at a time. |
| Error  Correction  ScreenShot |  |

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| Test Case 6 |  |
| Line Error | The variable enemyLaserPrefab of Enemy has not been assigned |
| Error  Explanation | The bullet was not assigned to the obstacle. |
| Error  Correction | On the obstacles Cyclist and Trash, I assigned the bullets on the enemy script. |
| Error  Correction  ScreenShot |  |

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| Test Case 7 |  |
| Line Error | The name ‘waveWayPoints’ does not exist in the current context |
| Error  Explanation | The waveWayPoints does not exist in the Wave Script |
| Error  Correction | The variable names were not the same (did WaveWayPoints instead of waveWayPoints) |
| Error  Correction  ScreenShot |  |

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| Test Case 8 |  |
| Line Error | Cannot implicitly convert type ‘float’ to ‘int’ |
| Error  Explanation | Cannot covert the float to int |
| Error  Correction | Changed spawnRandomFactor from int to float |
| Error  Correction  ScreenShot |  |

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| Test Case 9 |  |
| Line Error | The message parameter has to be of type: Collider2D |
| Error  Explanation | I have to change the collider in the parameter. |
| Error  Correction | I changed the parameter from BoxCollider2D to Collider2D |
| Error  Correction  ScreenShot |  |

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| Test Case 10 |  |
| Line Error | Object reference not set to an instance of an object ScoreDisplay.Update () |
| Error  Explanation | The object reference is not set. |
| Error  Correction | Added [Range (0 , 1)] to float playerHitSound |
| Error  Correction  ScreenShot |  |