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| **Assessment Tasks & Evidence Descriptions** |
| ***Develop Cross-platform Project***  Evidence that includes:   * Creation of a cross-platform project agreed to by your teacher, that supports multiple target platforms * Your teacher may provide a project brief for you, or you may design your own * Your project must:   + Support multiple platforms and their specific input devices   + Demonstrate inheritance   + Implement a Graphical User Interface (GUI)   **Cross-platform Project created is named Field Survival**   * **This is the game world to my project that I proposed.**      * **This is the UI Graphical User InterFace that needed to be implemented.**   The purpose of my GUI is to display to the user the amount of health left and the total amount of time they have survived.     * **This my use of inheritance my script named Multi-Shot Gun inherits form my Projectile actor script.**   The multishotgun class inherits from the projectile actor class it inherits the ability to be able to be projectile launcher. |
| ***Deploy to Multiple Platforms***  Evidence that includes:   * Submission of deployable builds of your Cross-platform Project for each platform that you support, packaged within compressed files   Link to Release Page  <https://github.com/RalenskiDoucet/RND1221_CrossDevelopment_Assessment/releases/tag/1.0>   * + Allowed compressed file types are zip or 7zip * You must submit a compressed file for each platform supported |
| ***Demonstration of data persistence at runtime***  Evidence that includes:   * Use of Scriptable Objects * Use of Editor Tool that builds objects separate from the behaviours            * Use of json format to persist data |