C1 Spline Quality & Utilisation of Code 10%

Splines Used for ALL Procedural Mesh Construction & Mesh Instantiation, Animation of some Element.

1. Track Rails
2. Track Sleepers
3. Electric Poles

Non-Linear T Value Queries ?????

C2 Quality of Mesh Generation 10%

Mesh Generation of a complex object that uses information about the world to inform generation.

1. Sleeper Variation (Not Used in Concrete surfaces)
2. Support Structures When crossing gaps (Support Beams)
3. Power Poles Crossing to the other side of the track.

C3 Editor Tooling Quality 10%

* Editor Handles Used to Display Information About Something in the scene (Offset, Number of something)
* Scene Panel Button to run a function related to the mesh generator.
* Editor Handle Used to control a value with a click and drag.
* Editor Scripts handled so they will not break a build.

C4 Quality & Structure of Tank Code 20%

* Controller can move around using positional forces.
* Suspension is Reasonably Simulated
* Turret Turns to aim where the camera is pointing within limits.
* The camera moves to stop objects from occluding the player.
* Barrel Aim Improves when stationary.
* Controller informed by data added to the provided scriptable objects.

C5 Complexity of Simulation 5%

* Engine Power
* Suspension
* Shell Trajectory Compensation

C6 Quality of Feedback 5%

* UI Created and Updated using UI Builder to feed back values from the tank in a clean manner.

1. Turret Crosshair
2. Turret Desired Crosshair
3. Turret Trajectory
4. Moving Speed
5. Engine Gear
6. RPM
7. Suspension Stress

C7 Wave Quality of Implementation 20%

Spawn Units

Reacts to Unit Population

Reading Data Types

Object Pooling

Type Object

Spatial Partitioning

Game Loop Managed with a clean structure.

C8

DOTS and Job system used to drastically improve performance.