

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

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	Ritianne Cardona		ID Number	0119003 (L)	Class / Group	SWD 4.2 B	


<input checked="" type="checkbox"/>	<b>Student's declaration prior to handing-in of assignment:</b> † 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"/>	<b>Student's declaration on assessment special arrangements (Tick only if applicable)</b> † 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:	R. Cardona
Date :	20 / 01 / 2021


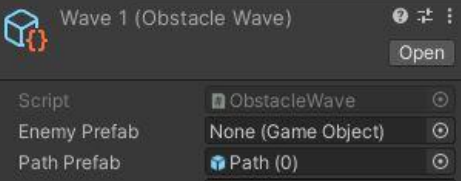
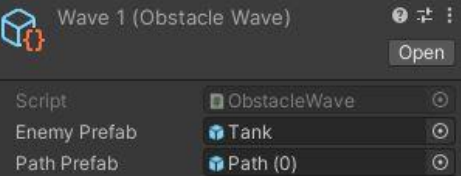
Assessment Criteria	Maximum Mark	Mark Achieved
KU2: Describe asset types	5	
KU5: Identify suitable resolution for images of various types	5	
KU6: Select asset types and settings for a range of media assets for a game design	5	
KU7: Identify resolution issues for the development platforms	5	
KU8: Identify 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
<i>(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)</i>




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

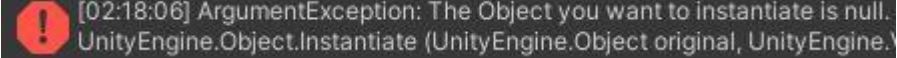
Test Case 1	 [02:02:24] MissingComponentException: There is no 'Rigidbody' attached to the "Blue(Clone)" game object, but a script is trying to access it. You probably need to add a Rigidbody to the game object "Blue(Clone)". Or your script needs to check if the component is attached before using it.
Location Of Error	<pre>GameObject enemyLaser = Instantiate(enemyLaserPrefab, transform.position, Quaternion.identity) as GameObject; enemyLaser.GetComponent&lt;Rigidbody&gt;().velocity = new Vector2(0, -15f);</pre>
Error Explanation	The Rigidbody component could not be found in the Blue laser sprite
Error Correction	Rigidbody should be Rigidbody2D
Error Correction Screenshot	<pre>GameObject enemyLaser = Instantiate(enemyLaserPrefab, transform.position, Quaternion.identity) as GameObject; enemyLaser.GetComponent&lt;Rigidbody2D&gt;().velocity = new Vector2(0, -15f);</pre>


Test Case 2	 [01:38:27] Script error: OnTriggerEnter2D This message parameter has to be of type: Collider2D
Location Of Error	<pre>private void OnTriggerEnter2D(Collision2D collision)</pre>
Error Explanation	There is a typing error in the in the method OnTriggerEnter2D
Error Correction	Collision2D should be Collider2D
Error Correction Screenshot	<pre>private void OnTriggerEnter2D(Collider2D collision)</pre>


Test Case 3	 [02:08:26] UnassignedReferenceException: The variable enemyPrefab of ObstacleWave has not been assigned. You probably need to assign the enemyPrefab variable of the ObstacleWave script in the inspector.
Location Of Error	
Error Explanation	Forgot to attach the enemy to Wave 1
Error Correction	Added the enemy to the wave from the Unity Inspector
Error Correction Screenshot	

Test Case 4	
Location Of Error	<pre>foreach (Transform child in pathPrefab) {     waveWayPoints.Add(child); }</pre>
Error Explanation	The foreach statement doesn't work without on GameObjects.
Error Correction	pathPrefab should be pathPrefab.transform
Error Correction Screenshot	<pre>foreach (Transform child in pathPrefab.transform) {     waveWayPoints.Add(child); }</pre>

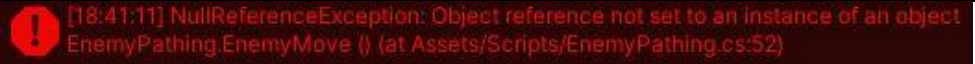


Test Case 5	
Location Of Error	
Error Explanation	There is an extra curly bracket outside the ending of the script
Error Correction	Removed the extra curly bracket
Error Correction Screenshot	


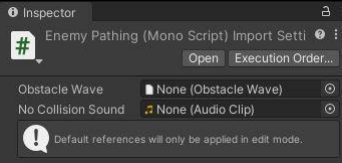
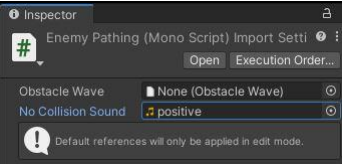
Test Case 6	
Location Of Error	<pre>GameObject deathVFX;</pre>
Error Explanation	The particle system could not be instantiated because it could not be found
Error Correction	Added a SerializeField so I could attach the particle system to the script
Error Correction Screenshot	<pre>[SerializeField] GameObject deathVFX;</pre>

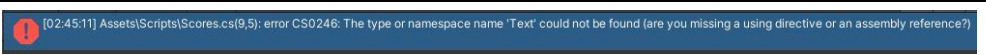


Test Case 7	 [02:59:54] NullReferenceException: Object reference not set to an instance of an object Player.ProcessHit (DamageDealer dmgDealer) (at Assets/Scripts/Player.cs:81)
Location Of Error	<pre>else if(health &gt;=0 &amp;&amp; enemy.GetScore() &gt;= 100) {     level.LoadWinner(); }</pre>
Error Explanation	The score does not exist in this concept
Error Correction	The statement was removed and placed somewhere else
Error Correction Screenshot	<pre>if (score &gt;= 100) {     FindObjectOfType&lt;Levels&gt;().LoadWinner(); }</pre>


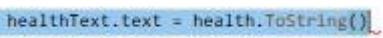
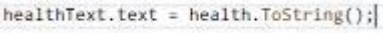
Test Case 8	 [01:44:32] Assets/Scripts/GameSession.cs(18,68): error CS1061: 'GameSession' does not contain a definition for 'Length'
Location Of Error	<pre>int numberOfGameSessions = FindObjectOfType&lt;GameSession&gt;().Length;</pre>
Error Explanation	GameSession doesn't have a Length Method. There is a typing error in the line
Error Correction	FindObjectOfType should be FindObjectsOfType
Error Correction Screenshot	<pre>int numberOfGameSessions = FindObjectsOfType&lt;GameSession&gt;().Length;</pre>


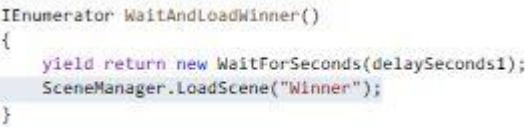
Test Case 9	 [01:00:33] NullReferenceException: Object reference not set to an instance of an object Levels.LoadGame () (at Assets/Scripts/Levels.cs:27)
Location Of Error	<pre>0 references public void LoadGame() {     SceneManager.LoadScene("CG");     // Reset GameSession     FindObjectOfType&lt;GameSession&gt;().ResetGame(); }</pre>
Error Explanation	There is no GameSession
Error Correction	Added an exception in the method to handle when there is no GameSession
Error Correction Screenshot	<pre>0 references public void LoadGame() {     SceneManager.LoadScene("CG");      if (!FindObjectOfType&lt;GameSession&gt;())     {         return;     }      // Reset GameSession     FindObjectOfType&lt;GameSession&gt;().ResetGame(); }</pre>

Test Case 10	
Location Of Error	
Error Explanation	The main camera could not be found
Error Correction	Set the tag of the camera to MainCamera
Error Correction Screenshot	

Test Case 11	
Location Of Error	
Error Explanation	Forgot to add the audio clip to the Enemy Pathing Serialize Field
Error Correction	Added the Audio Source from the Assets Audio Folder
Error Correction Screenshot	

Test Case 12	
Location Of Error	
Error Explanation	'Text' could not be found.
Error Correction	Imported the UI library so I can access 'Text'
Error Correction Screenshot	

Test Case 13	 [02:27:38] Assets\Scripts\Health.cs(21,44): error CS1002: ; expected
Location Of Error	
Error Explanation	A semi-colon is missing
Error Correction	Added the semi-colon
Error Correction Screenshot	

Test Case 14	 [16:34:38] Scene 'Winner' couldn't be loaded because it has not been added to the build settings or the AssetBundle has not been loaded. To add a scene to the build settings use the menu File->Build Settings...
Location Of Error	
Error Explanation	Scene could not be found in the Build Settings
Error Correction	Added Scene to the Build Settings
Error Correction Screenshot	