


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	Matthew Sawyer	ID Number	266701L	Class / Group	4.2B

<input type="checkbox"/>	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		
<input type="checkbox"/>	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.		
<input type="checkbox"/>	† I declare that I refused the special support offered by the Institute.		
Student Signature:		Date :	1/14/2021


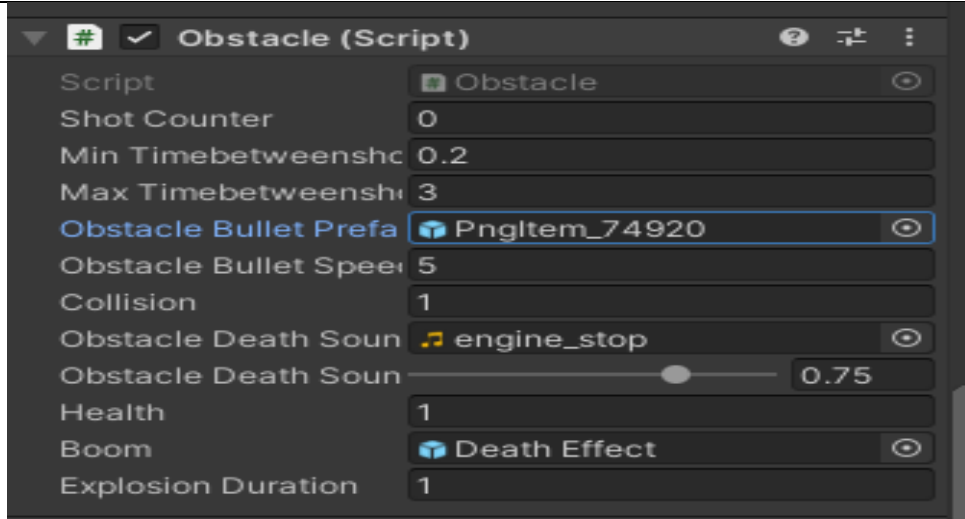
Assessment Criteria	Maximum Mark	Mark Achieved
KU2: Describe asset types	5	
KU5: Identify suitable resolution for images of various types	5	
KU6: Select asset types and settings for a range of media assets for a game design	5	
KU7: Identify resolution issues for the development platforms	5	
KU8: Identify 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	


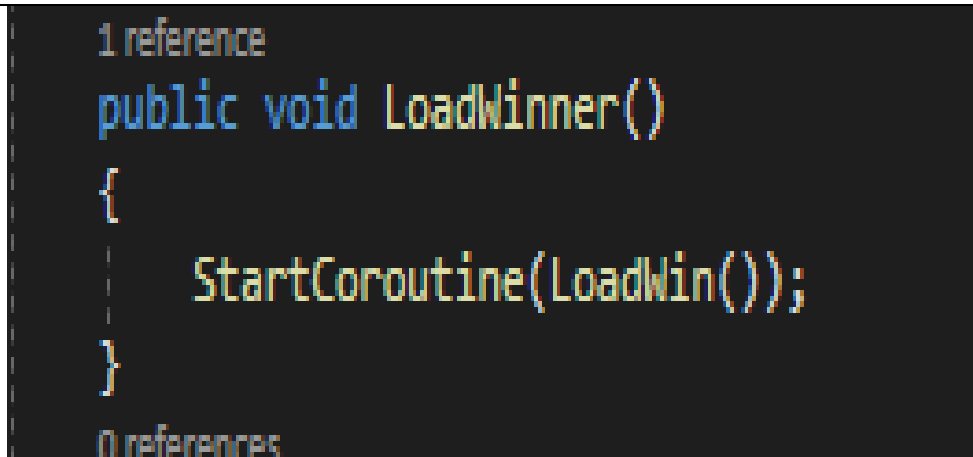
Assessor's feedback to student


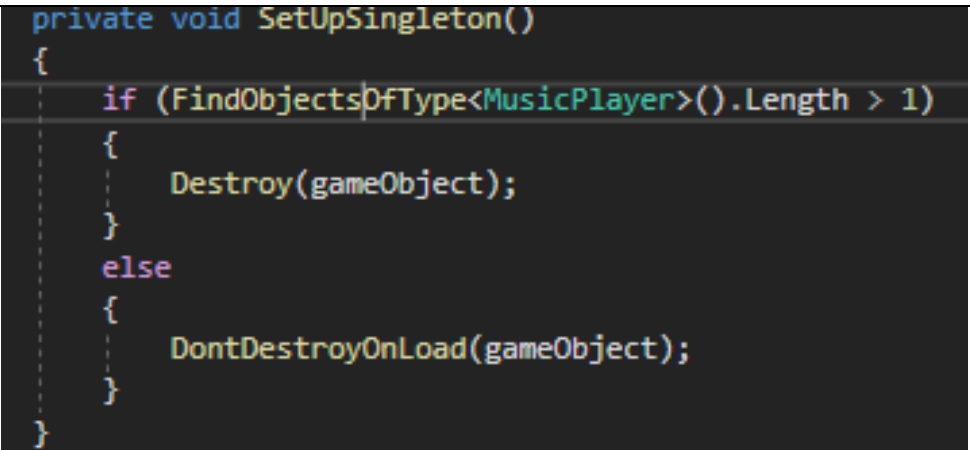




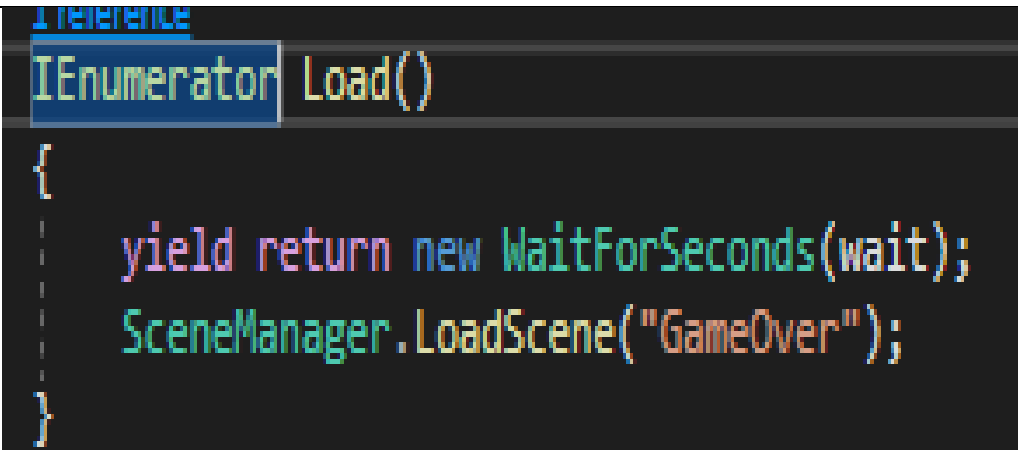
<i>(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)</i>

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


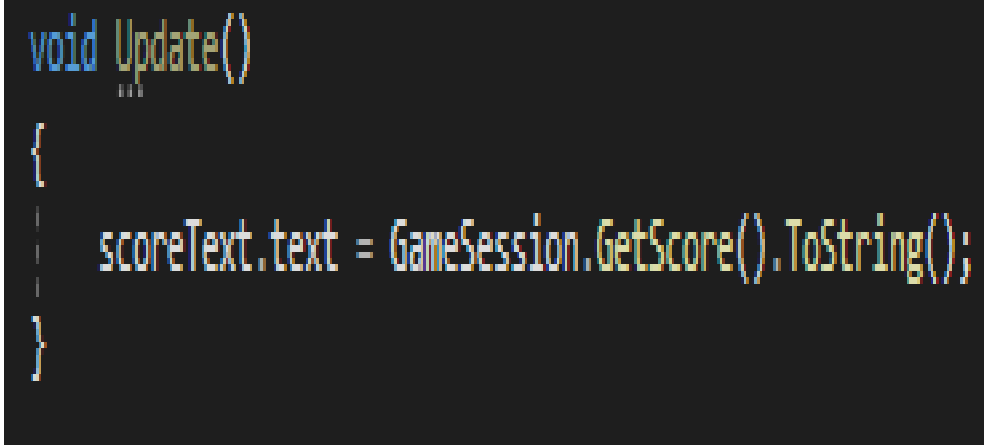
Test Case 1	 UnassignedReferenceException: The variable obstacleBulletPrefab of Obstacle has not been assigned.
Line Error	Obstacle Bullet Prefab
Error Explanation	The bullet png was not assigned to the obstacle
Error Correction	Assigned the png to the obstacle
Error Correction ScreenShot	


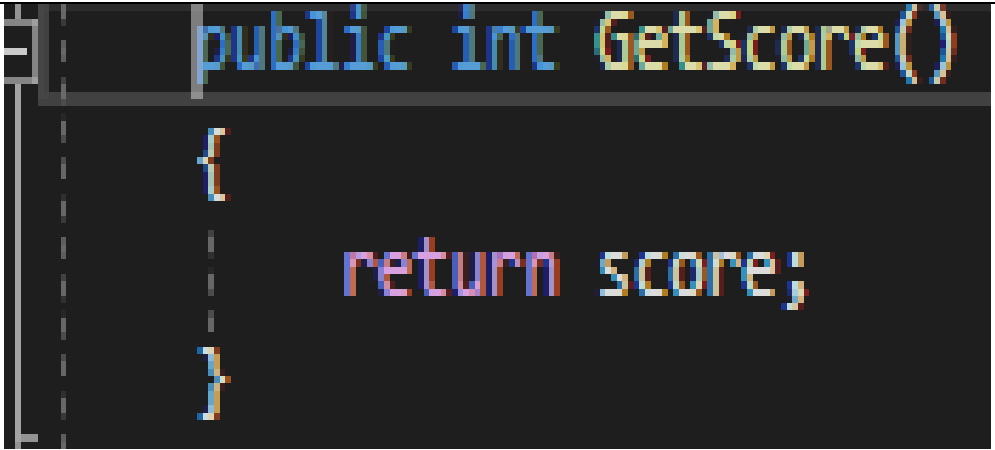
Test Case 2	 [00:38:29] Assets\Scripts\Level.cs(32,17): error CS0111: Type 'Level' already defines a member called 'Load' with the same parameter types
Line Error	public void LoadWinner()
Error Explanation	The method had a name that was already assigned to another method.
Error Correction	Changed the method name
Error Correction ScreenShot	


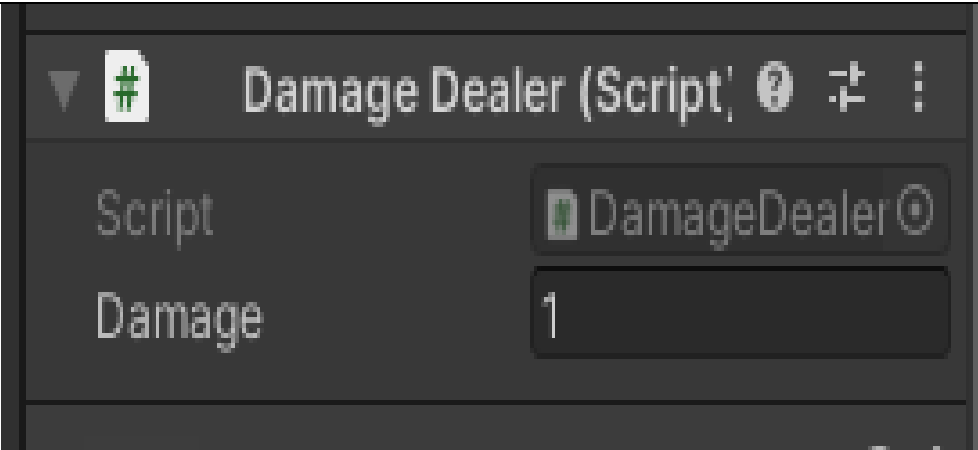
Test Case 3	 [09:24:46] Assets\Scripts\MusicPlayer.cs(16,45): error CS1061: 'MusicPlayer' does not contain a definition for 'Length'
Line Error	<code>if (FindObjectOfType<MusicPlayer>().Length > 1)</code>
Error Explanation	Script cannot find .Length because I wrote 'Object' instead of 'Objects'
Error Correction	Corrected 'FindObjectOfType' to 'FindObjectsOfType'.
Error Correction ScreenShot	 <pre> private void SetUpSingleton() { if (FindObjectsOfType<MusicPlayer>().Length > 1) { Destroy(gameObject); } else { DontDestroyOnLoad(gameObject); } } </pre>


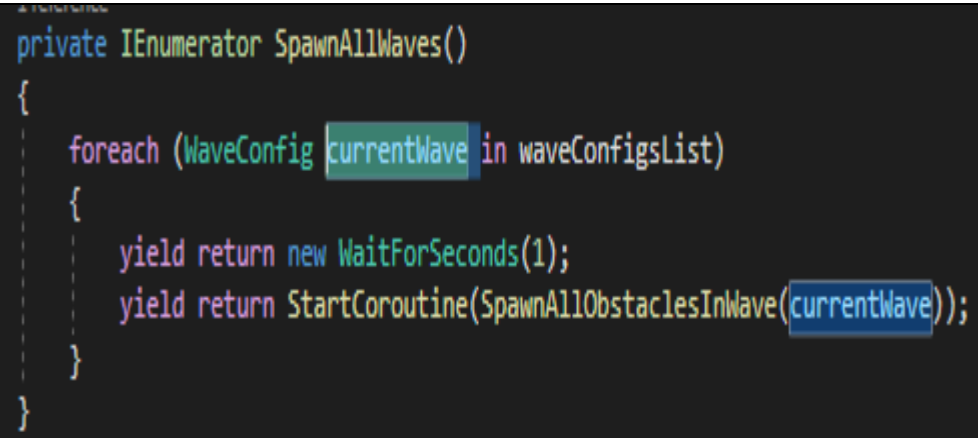
Test Case 4	 [09:30:54] Assets\Scripts\Level.cs(10,17): error CS1624: The body of 'Level.Load()' cannot be an iterator block because 'void' is not a reference type  [09:30:54] Assets\Scripts\Level.cs(21,24): error CS1503: Argument 1: cannot convert from 'void' to 'string'
Line Error	<code>public void Load();</code>
Error Explanation	Created a public void method which will not return a value.
Error Correction	Changed the method to IEnumerator.
Error Correction ScreenShot	 <pre> IEnumerator Load() { yield return new WaitForSeconds(wait); SceneManager.LoadScene("GameOver"); } </pre>




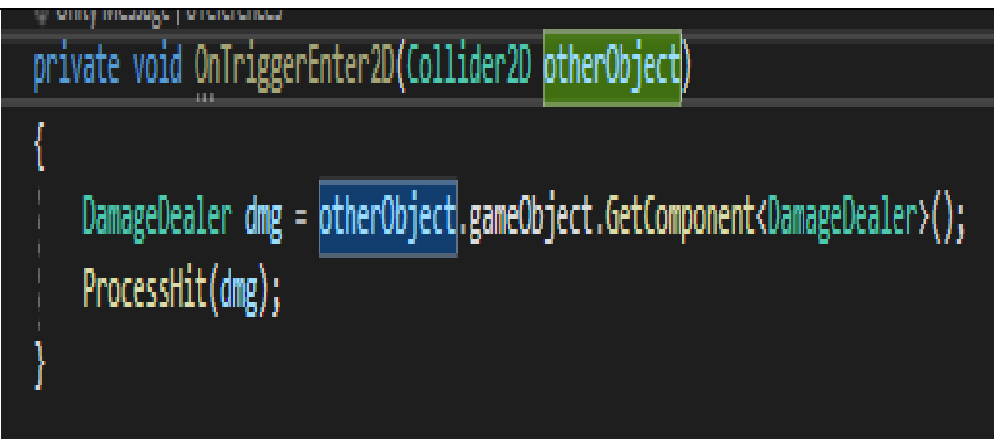
Test Case 5	 [09:44:55] Assets\Scripts\Score.cs(21,21): error CS0029: Cannot implicitly convert type 'string' to 'UnityEngine.UI.Text'
Line Error	scoreText = GameSession.GetScore().ToString();
Error Explanation	The script can't paste the text onto the ui.
Error Correction	Added '.text' to the end of 'scoreText' so that the script is able to convert the string in a ui string.
Error Correction ScreenShot	

Test Case 6	 [09:48:32] Assets\Scripts\Score.cs(21,38): error CS1061: 'GameSession' does not contain a definition for 'GetScore'
Line Error	
Error Explanation	Can't find the 'GetScore' method because I forgot to create it.
Error Correction	Created the 'GetScore' Method
Error Correction ScreenShot	

Test Case 7	 [09:55:05] NullReferenceException: Object reference not set to an instance of an object Player.ProcessHit (DamageDealer dmg) (at Assets/Scripts/Player.cs:71)
Line Error	Inspector
Error Explanation	'DamageDealer' script was not added to enemy
Error Correction	Added 'DamageDealer' component to enemy
Error Correction ScreenShot	

Test Case 8	 [10:03:35] Assets\Scripts\ObstacleSpawner.cs(44,29): error CS0230: Type and identifier are both required in a foreach statement
Line Error	<code>foreach (WaveConfig in waveConfigsList)</code>
Error Explanation	Identifier was forgotten.
Error Correction	Added the identifier 'currentWave'.
Error Correction ScreenShot	

Test Case 9	 [10:10:53] Assets\Scripts\GameSession.cs(15,9): error CS0201: Only assignment, call, increment, decrement, await, and new object expressions can be used as a statement
Line Error	FindObjectsOfType<GameSession>().Length;
Error Explanation	Did not assign a variable to 'GameSession'.
Error Correction	Assign the variable 'numberOfGameSessions' to 'GameSessions'.
Error Correction ScreenShot	 <pre> private void SetUpSingleton() { int numberOfGameSessions = FindObjectsOfType<GameSession>().Length; if (numberOfGameSessions > 1) { Destroy(gameObject); } else { DontDestroyOnLoad(gameObject); } } </pre>

Test Case 10	 [10:17:08] Assets\Scripts\Obstacle.cs(59,45): error CS1001: Identifier expected
Line Error	private void OnTriggerEnter2D(Collider2D)
Error Explanation	Identifier was not added after 'Collider2D'.
Error Correction	Added identifier 'otherObject'.
Error Correction ScreenShot	 <pre> private void OnTriggerEnter2D(Collider2D otherObject) { DamageDealer dmg = otherObject.gameObject.GetComponent<DamageDealer>(); ProcessHit(dmg); } </pre>

