# Oral exam pre-report

**Instructions:** Fill in the portions in the tables before the oral exam and had in via BBLearn. ON the day of the oral exam, be prepared to walk me through the rest.

Remember, the marks in two portions: the contribution (10 marks) and the technical (29 marks). These will be multiplied together for a mark out ofpring202 290.

## Contribution: \_\_\_/10 – the remainder of your mark will be multiplied by this mark.

Briefly describe what your code does.

My code runs my level, In every level they have the fade in script used in their level. Everything in my level is my work.

Run your game and point out places where your code is called and run. (I will cycle through asking you this question and the next one until you either run out of interesting things to talk about or it is clear that you have made an above average contribution.)

## Show the C++/C# code that was run. Walk me through the methods called from the time it enters your section of code.

## Prefab: \_\_\_/3

Demonstrate your prefab. What does it do?

**Open the prefab folder**

Now show me the documentation for it.

**Also in the prefab folder**

I will point to several places in your code documentation and ask, “What question where you trying to answer here? Who do you anticipate would be asking that question?”

## Automated Test Plan: \_\_\_/4

(At least one stress per person and 2 boundary tests).

Demonstrate your complete test plan.

What are you testing in each plan?

\*1; Stress Test: Spawn 100 bunnies and see if frame rate drops unreasonably low

\* 2: Bounds Test 1: Using moving Bunny against stationary Trees

\* 3: Bounds Test 2: Using moving Tree against stationary Bunnies

Why is that an important test?

\*1; Stress Test: Good to test how my sprites impact the game.

\* 2: Bounds Test 1: Making sure the boundary works against the bunny

\* 3: Bounds Test 2: Making sure the boundary works against the cat

What does it mean if this test fails?

* If these test fail it means the boarders don’t work. It also means that my bunny sprites are unreasonably affecting the game and I should reevaluate my work.

## Reuse: \_\_\_/3

Show me an example of reuse in your code.

**Go into my reuse folder. Can also show the asset store if you want to look at it!**

**A screenshot of a cell phone

Description automatically generatedAn example of reuse will be the Assets I got from the Unity Store.**

What did you have to do to integrate it with the code you wrote?

**To integrate it all I had to do was change the spirtes and add the scripts needed for inventory item pickup. For example, my collectable items. I used the resuse of the collectable bounce script and then I attatched tori’s inventory scripts to be able to collect the items.**

How is this licensed?

**This is an Extension Asset license, I was able to download it from the unity asset store.**

A screenshot of a cell phone

Description automatically generated

What are the legal implications if you market your code with the re-used portion?

**The legal implications if I** Yes, you can use any assets you acquire from the asset store freely in your commercial projects without crediting the author. But that is **not** the same as saying they are in the public domain. You are not allowed, for example, to distribute or reproduce the Assets in any form (other than embedded as part of your game), and in using the assets you are bound by the terms of the [EULA](http://unity3d.com/legal/as_terms).

Legally, the owner has granted you a non-exclusive license to use the Asset in your project - they retain all copyright and other intellectual property rights over the asset.

## Class Diagram: \_\_\_/4

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| --- |
| Draw a complete class diagram of your final code: |
|  |

## Sequence Diagram: \_\_\_/1

|  |
| --- |
| Draw a sequence diagram of an interaction that involves at least 3 classes from your final code: |
|  |

## Static and dynamic binding: \_\_\_/2

|  |  |
| --- | --- |
| From the class diagram copy here the part where you have done static and dynamic binding: | Copy the code that corresponds to this class diagram here. |
|  |  |

## Pattern 1: \_\_\_/3

|  |  |
| --- | --- |
| From the class diagram copy here the part where your first pattern is defined. | What pattern is this? |
|  |  |
| Why did you choose this pattern? |
|  |
| Would a different pattern have worked better? |
|  |

## Pattern 2: \_\_\_/3

|  |  |
| --- | --- |
| From the class diagram copy here the part where your first pattern is defined. | What pattern is this? |
|  |  |
| Why did you choose this pattern? |
|  |
| Would a different pattern have worked better? |
|  |