SUPINFO Academic Dept.

Character Selection
B.Sc. - Bachelor of Science

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1. Context

Because you were hired to develop a new game, you must do the first part of the game which is character creation.

Course Materials and Internet are allowed for this exam.

2. What's expected

The character's creation screen will be composed of several features listed below:

- You have to implement a Player class with 5 attributes : Name, Dexterity, Intelligence, Strength and Vitality

- User can choose a name for his player

- Load the pictures provided in Annex

- User can change the player's picture with arrows (At the 4th image when you click on the right arrow you don't go back to the 1st image)

- Statistics:

  - You have to implement 4 statistics represented as sliders between 0 and 10

  - The sum of the statistics must be equal to 20

- Validation button:

  - Check if the sum of the statistics is equal to 20, display an error message if not or display a pop up with the player's name and the statistics

3. Evaluation

3.1. No cheating

This is an individual delivery, therefore you are not allowed to host your project online, use someone else's code, copy and paste code from the internet. If someone is caught cheating, he will receive a 0 mark and be marked as cheater.
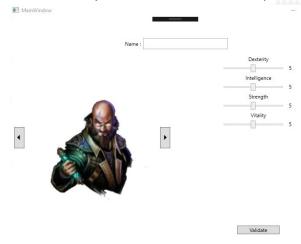
3.2. Grading Scale

- Create a Player class (2 points)

- Choose the name of the player (2 points)

- Load the 4 pictures provided (2 points)

- Change the player's picture with arrows (4 points)

- Change player's statistics (5 points)

- Implement the functionalities of the validation button (3 points)

- User eXperience, Code quality and Conventions (2 points)

4. Annex

In the annex you can find a visual example of the final rendering of the exam

(https://image.noelshack.com/fichiers/2019/04/5/1548407459-01.png)

(https://image.noelshack.com/fichiers/2019/04/5/1548407459-02.png)

(https://image.noelshack.com/fichiers/2019/04/5/1548407459-03.png)

(https://image.noelshack.com/fichiers/2019/04/5/1548407459-04.png)