ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

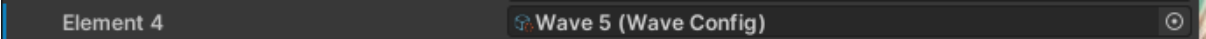| Course Title	**Advanced Diploma**			**Lecturer Name & Surname**	**NEIL AQUILINA**	
Unit Number & Title	**Programming for Computer Games**					
Assignment Number, Title / Type	**Simple 2D Car Game - Home**					
Date Set	09/12/2020		**Deadline Date**	**19/01/2021**		
Student Name	Zachary Perini		**ID Number**	**0436801L**	**Class / Group**	**4.2A**

X	*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*	
☐	***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.* ✞ *I declare that I refused the special support offered by the Institute.*	
Student Signature:	Zachary Perini	**Date :** **11/01/2021**
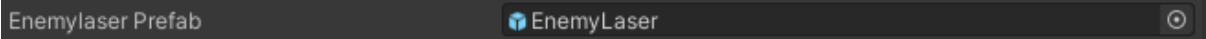
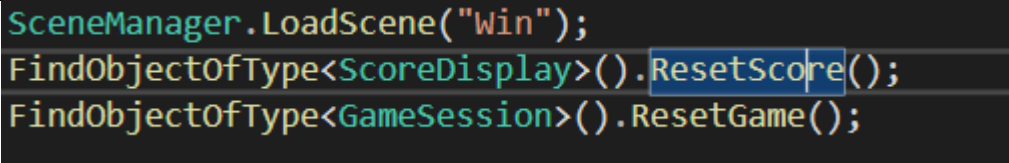| Assessment Criteria	Maximum Mark	Mark Achieved
KU2: Describe asset types	5	
KU5: Identify suitable resolution for images of various types	5	
KU6: Select asset types and settings for a range of media assets for a game design	5	
KU7: Idenitfy resolution issues for the development platforms	5	
KU8: Identify 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	

	Name & Surname	Signature	Date
Internal Verifier : Approval of _assignment brief_		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 _assessment decisions_ (Sample)		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of corrected assignment.			
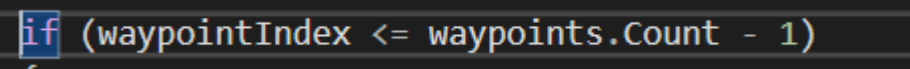
Test Case 1	⊗ [18:11:09] UnassignedReferenceException: The variable playerDeathSound of PlayerCar has not been assigned. You probably need to assign the playerDeathSound variable of the PlayerCar script in the inspector.
Line Error	
Error Explanation	The game cannot find the sound effect in the serialized field
Error Correction	The sound file was placed in the field
Screenshot	Player Death Sound ♫ explosion ⊙

Test Case 2	[14:48:42] NullReferenceException: Object reference not set to an instance of an object ObstacleSpawner+<SpawnAllEnemiesInWave>d__3.MoveNext () (at Assets/Scripts/ObstacleSpawner.cs:18)
Line Error	
Error Explanation	One of the waves was not placed in the wave spawner game object as so the wave spawner script could not find the last wave.
Error Correction	The missing wave was placed in the wave list on the wave spawner game object
Screenshot	Element 4 Wave 5 (Wave Config)
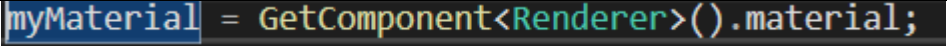
Test Case 3	UnassignedReferenceException: The variable enemylaserPrefab of ObstacleShoot has not been assigned.
Line Error	
Error Explanation	No bullet object assigned to the enemy to fire.
Error Correction	Bullet prefab was placed into the field of the enemies which were chosen to fire the bullet
Screenshot	Enemylaser Prefab EnemyLaser

Test Case 4	
Line Error	
Error Explanation	The score would not reset properly after the player dies or wins the game
Error Correction	Added another piece of code that resets the code only.
| Screenshot | ```
SceneManager.LoadScene("Win");
FindObjectOfType<ScoreDisplay>().ResetScore();
FindObjectOfType<GameSession>().ResetGame();
``` |

Test Case 5	⚠ UnassignedReferenceException: The variable enemyPrefab of WaveConfig has not been assigned.
Line Error	
Error Explanation	Enemy prefab was not assigned to the wave and so the wave wont spawn the desired enemy
Error Correction	Enemy prefab was added to the wave to spawn
Screenshot	Enemy Prefab ⬡Obstacle1 ⊙

Test Case 6	⚠ [18:23:21] Assets\Scripts\EnemyPathing.cs(32,10): error CS1513: } expected
Line Error	Invalid expression term 'else'
Error Explanation	Else was used in the script but it was not tied to an if statement
Error Correction	An if statement was implemented
Screenshot	`if (waypointIndex <= waypoints.Count - 1)`

Test Case 7	✕ CS0103 The name 'waveWayPoints' does not exist in the current context
Line Error	
Error Explanation	A value was not given to the variable
Error Correction	A variable was created
Screenshot	`var waveWayPoints = new List<Transform>();`

Test Case 8	ⓘ NullReferenceException: Object reference not set to an instance of an object
Line Error	
Error Explanation	The script is referencing an object that is null
Error Correction	
Screenshot	`myMaterial = GetComponent<Renderer>().material;`

Test Case 9	ⓘ [18:30:53] NullReferenceException: Object reference not set to an instance of an object EnemyPathing.Start () (at Assets/Scripts/EnemyPathing.cs:58)
Line Error	
Error Explanation	The script is referencing an object that is null
Error Correction	Adding a value to that null object
Screenshot	`newEnemy.GetComponent<EnemyPathing>().SetWaveConfig(waveConfig);`