☰   🔍 (https://profile.intra.42.fr/searches)   **saltmer**

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SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/42CURSUS-PISCINE-UNITY) / DAY 02 (/PROJECTS/42CURSUS-PISCINE-UNITY-DAY-02)

You should evaluate 1 student in this team

★

Git repository

`git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-f2f4C`   📋

Introduction

For the smooth running of this evaluation, please respect the following rules:

- Remain polite, kind, respectful and constructive whatever happens during this conversation. It's a matter of confidence between you and the 42 community.

- Highlight the potential problems you 've had with the work you're presented to the person or the group you're grading, and take the time to talk about and discuss those issues.

- Accept the fact that the exam subject or required functions might lead to different interpretations. Listen to your discussion partner's perspective with an open mind (are they right or wrong ?) and grade them as fairly as possible.

Guidelines

- You must only evaluate what you will find in the student's or group's GiT repository.

- You must stop grading when one exercise is not correct, even if the other ones are. However, you should keep discussing the other exercises with the evaluated student.

Attachments

⬜ subject.pdf (https://cdn.intra.42.fr/pdf/pdf/29766/en.subject.pdf)

⬜ d02.tar.gz (/uploads/document/document/4895/d02.tar.gz)

Foreword

This section is dedicated to the evaluation start and the checking of prerequisites. It's not graded, but if something's wrong or a condition is not met, here or anytime during the evaluation, the grade is 0 and a flag can be ticked if necessary.

Observing the general instructions

- The repo contains the evaluated student's or group's work.
- The evaluated student or group can explain their work anytime during the evaluation.
- General and specific instructions are observed all through the evaluation.

☑ Yes   ✗ No

Notes

General notes for all the exercises

Remarques

- For each exercise, open the project in Unity and use the execute button
in the editor (the little "play" button at the top of the window).

- Test each exercise thoroughly to make sure the turned-in work matches
the subject's requirements.

- Make sure only the authorized fucntions were used to complete the exercise.

☑ Yes   ✗ No

Ex00, Point and click

To start grading the exercise, the scene must at least display the map provided in the assets and the character.

Movement

A click on the map prompts the character to go there. And it does.

⊘ Yes   ✕ No

Orientation

The character is always orientated towards its direction.

⊘ Yes   ✕ No

Sound

A sound is triggered when the characters is prompted to move.

⊘ Yes   ✕ No

Animation

The character is animated when it walks.

⊘ Yes   ✕ No

Ex01, The more the merrier

To start grading this exercise, the scene must at least display the map provided in the assets and several characters.

Simple selection and movement

Left clicking a character adds it to the active selection. A second
left click on the map prompts it to move to the specified point.

⊘ Yes   ✕ No

Selection multiple et deplacement

Left clicking a character, followed by several left clicks with the
control key pressed on several characters add them to the active
selection. A simple left click on the map prompts all the selected
characters to move towards the click.

⊘ Yes   ✕ No

Deselection

A right click empties the active selection. This means a left click
will prompt no movement.

      ☑ Yes   ✕ No

Ex02, buildings and village

To start grading, the scene must at least display the map and 10 buildings.

Appearance

Both villages look different.

      ☑ Yes   ✕ No

City halls

Both village have a City Hall and they're more resistant than the
other buildings.

      ☑ Yes   ✕ No

Spawn

Both City Halls spawn a unit matching their side (orc or human) every
10 seconds.

      ☑ Yes   ✕ No

Ex03, Action

To start grading this exercise, the scene must at least display the map and the 10 buildings.

Attack order

When you left click a rival building or unit, the whole active selection
moves to attack it.

      ☑ Yes   ✕ No

Combat animation and sound

When a unit attacks a target, you can see an animation and hear a sound.

    ☑ Yes   ✕ No

Death and mayhem

When a unit or a building doesn't have any life left, it is destroyed
and disappears with a matching sound.

    ☑ Yes   ✕ No

Increasing spawn time

For each building destroyed, attacked player's units spawn time is
increased by 2,5 seconds.

    ☑ Yes   ✕ No

Console

The console displays a units and buildings log with their remaining
life points. The console also dislays the winning team at the end
of the game.

    ☑ Yes   ✕ No

Ex04, Player VS AI

To start grading this exercise, the scene must at least display the map, 10 buildings, the units must be able to fight, City Halls must spawn units every 10 seconds and the game must be able to end. Everything but the AI.

Goal

The AI tries to win and sends its units towards your buildings and
especially you City Hall.

    ☑ Yes   ✕ No

Fight!

If an AI unit gets too close to a player's unit, it attacks.

⊘ Yes   ✕ No

Defense

When the player attacks the AI's City Hall, the AI's units move back
to their City Hall to defend it.

⊘ Yes   ✕ No

The Overmind

Add points if the AI is cooler than required by the subject. 1 point if
the AI is remotely less stupid. Up to 5 points if the AI is really
tough - but not broken.

Rate it from 0 (failed) through 5 (excellent)

◯

Ratings

Don't forget to check the flag corresponding to the defense

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation