

Lab / Assignment

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Date Submitted

2/5/2023

Student Information

First Name	Last Name	Student ID
Benjamin	Frank	101209612

Feature / Task / Subtask	Achievement Level				Value
	Incomplete 0%	Unsatisfactory 50%	Satisfactory 75%	Complete 100%	
Version Control	No Repo Created or Repo inaccessible.	Repo is created but inappropriately named. Repo does not include necessary project components.	Repo is created and includes all components but only includes a single commit.	Added this week's Lab to Master Repo. Lab Folder is appropriately named. Added instructor as collaborator.	5
Enemy Controller (Nav Mesh Agent)	Simple Enemy Agent not created or cannot move using NavMesh.	Created a Simple Enemy Agent with the Model brought in from Blender. However, Agent cannot move, gets stuck or related Script causes Errors to be thrown.	Created a Simple Enemy Agent with the Model brought in from Blender. NavMesh Agent component added to Enemy. Enemy Follows the player but Script could be tweaked to improve performance.	Created a Simple Enemy Agent with the Model brought in from Blender. NavMesh Agent component added to Enemy. EnemyBehaviour Script enables Enemy Follows the player on the pre-baked NavMesh.	N/A
Nav Mesh	Nav Mesh was not created in Unity.	Created a Simple Nav Mesh in Unity. However, it was not baked properly or the Nav Mesh Agent was not scaled to fit properly.	Created a Simple Nav Mesh in Unity. Your Nav Mesh Agent is scaled however, it could use a little tweaking. The Nav Mesh is baked appropriately.	Created a Simple Nav Mesh in Unity. Your Nav Mesh Agent is scaled so that it can only pass through entrances that are 3 meters in width. The Nav Mesh is baked appropriately.	N/A

Blender (Create a Robot)	A Robot Mesh was not created in Blender.	Created a Simple Robot Mesh in Blender. However, several faces do not look right or are invisible. Materials have not been applied or are missing.	Created a Simple Symmetrical Robot Mesh in Blender that has several materials applied. However, one or more materials or faces on the Robot need tweaking.	Created a Simple Symmetrical Robot Mesh in Blender that has several materials applied (e.g., Body, Head, Arms and Eyes).	5
Blender (Robot Import to Unity)	Robot Mesh has not been brought into Unity.	Robot Mesh has been brought into Unity correctly. However, it has many visual problems or is missing components.	Robot Mesh has been brought into Unity correctly. Robot Mesh Materials have been Extracted but need adjustment (e.g., colour)	Robot Mesh has been brought into Unity correctly. Robot Mesh Materials have been Extracted in Unity.	5
				Total	25

****Instructions: Please Highlight the Achievement Level for each Feature / Task / Subtask****