Lab / Assignment	4	**Date Submitted**	02/19/23

Student Information		
First Name	**Last Name**	**Student ID**
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Feature / Task / Subtask	Achievement Level				Value
	Incomplete 0%	**Unsatisfactory 50%**	**Satisfactory 75%**	**Complete 100%**	
Blender (Create a Hazard)	A Haszard Mesh was not created in Blender.	Created a Simple Hazard Mesh (sphere on pole) in Blender. However, several faces do not look right or are invisible. Materials and Textures have not been applied or are missing.	Created a Simple Hazard Mesh (sphere on pole) in Blender that has been UV unwrapped and had several textures applied. However, some adjustment to the UV unwrapping or other teaks can be applied.	Created a Simple Hazard Mesh in Blender (should like a sphere on a pole) that has been appropriately UV unwrapped and had several textures applied (Albedo, Metallic, Height, Normal, Roughness).	5
Blender (Armature and Animation)	An Armature has not been added to the Hazard Mesh.	An Armature has been added to the Hazard Mesh but it does not include at least two bones and is not connected the Mesh properly. Animation does not function.	An Armature has been added to the Hazard Mesh in Blender. The Armature consists of at least two bones. Automatic weight paints have been assigned. A simple Attack Animation has been created in Pose Mode. However, the Attack Animation can be adjusted or improved.	An Armature has been added to the Hazard Mesh in Blender. The Armature consists of at least two bones. Automatic weight paints have been assigned. A simple Attack Animation has been created in Pose Mode.	5
Blender (Hazard Mesh Import to Unity)	Hazard Mesh has not been	Hazard Mesh has been imported	Hazard Mesh has been	Hazard Mesh has been imported into	5

	imported into Unity.	into Unity. However, it has many visual problems or is missing components. An Animator Controller has not been created or the Attack Animation clip has not been added so that the Hazard does not appear to animate in the Scene.	imported into Unity correctly. Hazard Mesh Materials have been Extracted in Unity. Hazard Mesh Textures have been imported to Unity. An Animator Controller Asset has been created and the Attack Animation has been added to it. However, some additional tweaks and/or adjustments are required.	Unity correctly. Hazard Mesh Materials have been Extracted in Unity. Hazard Mesh Textures have been imported to Unity. An Animator Controller Asset has been created and the Attack Animation has been added to it. Animations have been adjusted as required.	
Unity (Health bar UI)	A Health Bar UI was not created in Unity.	A Health Bar UI component was created using a Slider in Unity. However, it is not positioned properly on the Canvas and or does not appear to be a health bar. It throws errors or is non-functional.	A Health Bar UI component was created using a Slider in Unity. The Health Bar UI contains a number representing the Health Value of the Player. A Simple Script connected to the Slider allows for the Health bar to react to the player colliding with an Enemy. However, some adjustment is required to have this work well which may include layout or code modifications.	A Health Bar UI component was created using a Slider in Unity. The Health Bar UI contains a number representing the Health Value of the Player. A Simple Script connected to the Slider allows for the Health bar to react to the player colliding with an Enemy.	5
Version Control	No Repo Created or Repo inaccessible.	Repo is created but inappropriately	Repo is created and includes all components but	Added this week's Lab to Master Repo. Lab Folder is	5

		named. Repo does not include necessary project components.	only includes a single commit.	==appropriately named.== ==Added instructor as collaborator.==	
				Total	**25**