Lab / Assignment	1	Date Submitted	1/22/23

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.	Created Master Repo. Added this week's Lab to Master Repo. Lab Folder is appropriately named. Added instructor as collaborator.	5
Character Controller (Physics)	Physics have not been adjusted. Character Controller Component has not been added to the Player. GroundCheck GameObject has not been added.	Character Controller Component has been added, but Game Physics have not been adjusted appropriately. GroundCheck Object has not been added and / or not setup correctly which causes Player to not be Grounded.	Character Controller Component has been attached to Player. GroundCheck GameObject has been added. However, some tweaking is still possible to provide a better player experience.	Game Physics have been adjusted to provide a better player experience. Character Controller Component has been attached to Player. GroundCheck GameObject has been added and is set at the right height.	5
Character Controller (Movement)	PlayerBehaviour Script is missing or does not allow the player to Move and/or Jump.	PlayerBehaviour Script exists and enables player to Move and/or Jump. However, the Script throws errors or behaves incorrectly.	PlayerBehaviour Script enables player to Move and Jump Appropriately. But Movement can be improved and/or Script can be improved.	PlayerBehaviour Script exposes all the correct properties in the Inspector. PlayerBehaviour Script enables player to Move and Jump Appropriately.	5

Blender (Maze Tile Creation)	Maze Tiles have not been created in Blender.	Only 1 Maze Tile has been created in Blender. The Maze Tile has been Textured but doesn't look right or is inappropriately sized.	At least 2 Maze Tiles have been created in Blender. However, the Textures and /or Tile sizes need adjustment or tweaking.	At least 2 Maze Tiles have been created in Blender. Both Maze Tiles are textured appropriately.	5
Blender (Maze Tile Import to Unity)	Maze Tiles have not been imported in Unity.	Only 1 Maze Tile have been brought into Unity. Maze Tile Materials and Textures have not been Extracted correctly or are missing. Some Z-fighting is evident.	At least 2 Maze Tiles have been brought into Unity. However, Maze Tile Materials and/or Textures have not been Extracted correctly.	At least 2 Maze Tiles have been brought into Unity correctly. Maze Tile Materials and Textures have been Extracted in Unity.	5
Unity Maze Level	A Maze Level has not been constructed in Unity.	Only 1 Maze Tile has been used to create a very simple Scene in Unity. The Scene has issues, and it is difficult for the Player to Navigate within, or some visual errors exist.	At least 2 Maze Tiles have been used to create a very simple Scene in Unity, but the Scene needs some adjustment improve GamePlay and/or the Player Experience.	At least 2 Maze Tiles have been used to create a very simple Scene in Unity that the Player can navigate within.	5
				Total	30

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