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SCALE FOR PROJECT PISCINE UNITY (/PROJECTS /42CURSUS-PISCINE-UNITY) / DAY 07 (/PROJECTS /42CURSUS-PISCINE-UNITY-DAY-07)

You should evaluate 1 student in this team



Git repository

git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-89a8ca4f-44c5-41! 

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.
42's teaching methods can make sense only if peer-evaluation is taken seriously.

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/29776/en.subject.pdf)

 d07.tar.gz (/uploads/document/document/4900/d07.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 rules

- 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 today's exercises.

Notes

- 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 functions were used to complete the exercise.

 Yes

 No

Ex00, Draw me a sandbox

For this exercise, check the project in the editor.

The right terrain

- The scene's terrain does measure 256x256
- The terrain features several play areas. You can hide.
- The terrain features several textures.

 Yes

 No

Ex01, A tank to rule them all

To start grading this exercise, the scene must at least display an environment and the elements required in the previous exercise.

A tank

- The scene features a tank.
- You can make it move forward with W and backward with S.
- You can make the tank turn with A and D.
- The canon always aims in the direction of the mouse and rotates only on the y axis.

 Yes

 No

Boost

- You can use a boost and make the tank go faster holding down the left Cap key.
- The boost is limited in time and must reload after a some time.

☒ Yes☐ No

Submachine gun and missiles

- You use the submachine gun with a left click.
- You shoot missiles with a right click.
- Missiles are limited.
- Both use Physical Raycast with a defined range.
- Both create particles where they hit.

☒ Yes☐ No

Sound

- The game features sounds, at least for the weapons and explosions.
- The game features at least one music track.

☒ Yes☐ No

Ex02, Wargames

To start grading this exercise, the scene must at least display an environment and the elements required in the previous exercise.

Life and explosions

- There are several tanks in the scene.
- Each tank (including the player's) has life points.
- When a tank runs out of life points, it explodes and disappears.
- If the player's tank explodes, the game starts over.

☒ Yes☐ No

Artificial intelligence

- The AI controls at least 2 tanks. They can move alone thanks to a Navmesh and will always move towards the closest enemy.
- When then enemy is at the right range and height, the AI attacks.
- Tanks controlled by the AI can attack each other.

- The AI doesn't shoot regularly and it's using different weapons.
- Tanks controlled by the AI don't bump one into the other.

☒ Yes☐ No

Ex03, Pimp My Tank!

To start grading this exercise, the scene must at least display an environment and the elements required in the previous exercise.

Worldspace GUI

- A 3D GUI surrounds the tank.
- It displays the basic informations: life points and remaining missiles.
- A specific sign helps you understand it's a 3D GUI unlike the other GUI's.

☒ Yes☐ No

Crosshair

- The GUI features a crosshair that helps the aiming.
- If the hit succeeds, the crosshair changes color.

☒ Yes☐ No

Ratings

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

☒ Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation

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