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SCALE FOR PROJECT PISCINE UNITY (/PROJECTS /42CURSUS-PISCINE-UNITY) / DAY 09 (/PROJECTS /42CURSUS-PISCINE-UNITY-DAY-09)

You should evaluate 1 student in this team

★

Git repository

```
git@vogsphere.msk.21-school.ru:vogsphere/intra-uuid-0e83022e-0c11-41  📋
```

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.

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/29755/en.subject.pdf)

🗒 d09.tar.gz (/uploads/document/document/4891/d09.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 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 all the 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 fucntions were used to complete the exercise.

⊘ Yes   ✕ No

Ex00, Armed and dangerous

Operational weapon

- You can shoot with the mouse's left click.

- You can switch weapons pressing 1 and 2.

⊘ Yes   ✕ No

Two different weapons

- The game features 2 different weapons easily identifiable.

- A weapon shoots with accuracy. The other makes area damage.

- When you shoot, you see a bullet trace and the hit triggers a particle in the hit area. Both particles are different and depend on the gun that triggered them.

- Weapons make a different sound and are slightly animated.

- Each weapon has its own speed.

⊘ Yes   ✕ No

Ex01, This ain't no place for no hero
To start grading this exercise, make sure the game contains the elements from the previous exercise.

Artificial intelligence

- Enemies start in the corners of the map and walk toward the center.

- The AI can detect the player in a large area. If the player enters this area, the AI runs after them. If the player exits this area, the AI loses track of them and returns to its last known position.

- If the enemy is hit, it goes to the position where the player was when they shot.

- The enemy always uses the shortest path to reach its destination.

- Once it's close enough to the player, the enemy can attack them and make them lose X life points for each hit.

⊘ Yes   ✕ No

Animations

- The enemy is animated and plays a different animation when it runs, walks, attacks, is hit and dies.

⊘ Yes   ✕ No

Ex02, Endless Arena

To start grading this exercise, the scene must at least display a scenery with the elements required in the previous exercises.

Spawners

- The map features 4 spawners, one in each corner of the map.

- Each spawner spawns enemies in random and non simultaneous intervals.

- There must never be more than 20 enemies on the map.

⊘ Yes   ✕ No

Enemy waves

- The game is divided in various enemy waves defined in time with pauses between each wave.

- The difficulty increases with each new wave but the game is still playable after 5 waves.

⊘ Yes   ✕ No

GUI

- The GUI displays the life and the wave/pause remaining time.

- A message is displayed to warn a new wave/pause is starting.

- When you die, a message appears, stating the number of waves the player
has defeated.

✓ Yes   ✕ No

Ex03, Who's the boss

To start grading this exercise, the scene must at least display a scenery with the elements required in the previous exercises.

Boss capacity

- You can easily identify the boss. It's got more life points and makes
more damage.

- The boss always knows where the player is located and will always come
after them.

- The boss can shoot balls made of particles to the player. If a ball hits
the player, they are blocked for 2 seconds.

✓ Yes   ✕ No

Special waves

- The boss only appears every 3 waves during a special wave.

- During this special wave, the classic enemies don't spawn anymore.

- The wave doesn't stop after a given time but when the boss is killed.

✓ 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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