SCALE FOR PROJECT PISCINE UNITY (/PROJECTS /42CURSUS-PISCINE-UNITY) / DAY 05 (/PROJECTS /42CURSUS-PISCINE-UNITY-DAY-05)

You should evaluate 1 student in this team

★

Git repository

`git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-b06b5d6d-7672-43` 📋

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/29772/en.subject.pdf)

⬜ d05.tar.gz (/uploads/document/document/4898/d05.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 instructions

- 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, Walkabout and terrain

A golf terrain with every little detail and grass waving in the wind.

The terrain

The terrain observes all the subject's requirements.

⊘ Yes   ✕ No

The camera

The camera observes all the subject's requirements. You can fly above the terrain without seeing its border. You cannot accidentally go through the ground unless you really try.

⊘ Yes   ✕ No

Ex01, Roll, roll, roll ... roll ..... roll

On with the gameplay.

The basics

You have a ball popping on the teeing ground, pass the hole sending the ball into it (and not another), the power bar and direction are managed as indicated in the subject.

⊘ Yes   ✕ No

Technical considerations

Placing the camera is handy and dynamic. You can switch the camera between
flying position and hit position pressing the space bar. The ball's
physics are believable and the ball rolls reasonnably (it doesn't take
30 seconds to stop rolling).

⌀ Yes   ✕ No

Ex02, A few cosmetic touches

That good old interface.

The HUD

All the basic informations required in the subject are displayed on the
screen (hole number, par, number of hits).

⌀ Yes   ✕ No

Hole recap

There's a transition screen at the end of each hole to see the player's
performance and their score.

⌀ Yes   ✕ No

Course sheet

You can dynamically display a course sheet holding down the Tab key.

⌀ Yes   ✕ No

Ex03, Game strategy

Offer the player different ways to deal with each challenge.

The 3 clubs

You can choose a club among 3 different basic ones. Each club must have
various powers and angles. The HUD must show the currently selected club.

⌀ Yes   ✕ No

Ex04, Ultimate Golf Simulator 3k

After that, you can add 2/3 features, some manga characters and you get a remake of PangYa!

The green

The game detects when the ball is on the green and automatically selects

the putter. You cannot change clubs and you cannot select the putter anywhere else in the game.

⬦ Yes   ✕ No

Bunkers

The game detects when the ball falls in the bunker. It is significantly slowed down et the wedge is selected automatically. You cannot change clubs in the bunker and the wedge's performance are impaired compared to its regular specifications to simulate the sand.

⬦ Yes   ✕ No

Water hazards

The game detects when the ball falls in the water and a screen appears to warn the player. They must push enter to replay from the where they last hit the ball and get a penalty point. The same system applies for the off-limit areas.

⬦ Yes   ✕ No

Ratings

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

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

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Finish evaluation

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