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SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/42CURSUS-PISCINE-UNITY) / DAY 06 (/PROJECTS/42CURSUS-PISCINE-UNITY-DAY- 06)

You should evaluate 1 student in this team



Git repository

git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-0e92735



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/29774/en.subject.pdf>)

 d06.tar.gz (/uploads/document/document/4899/d06.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 this exercise

Notes

- Today, an especially creative input is required for the exercises.
You will evaluate and grade as you see fit, but you can use the provided demo as a staple.
- 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, The crime scene

For this exercise, check the project in the editor.

Security cameras

The scene contains at least one security camera.

☒ Yes

☐ No

Ventilation

The scene contains at least one vent pipe or any other element that will help the player hide from cameras.

☒ Yes

☐ No

Locks and keys

The scene contains a locked door and a key.

☒ Yes

☐ No

Papers and secret files

The scene contains at least one secret file/papers.

☒ Yes

☐ No

An environment

All the previous elements are placed in an environment with an interesting level design.

☒ Yes

☐ No

Creativity

The level is creative and pleasant to play.

☒ Yes

☐ No

Ex01, Let there be light

To start grading, make sure the scene displays an environment with the elements mentioned above.

Lights

The scene contains at least 2 light sources and the perfectly set the mood.

☒ Yes

☐ No

Stealth gauge

- A GUI represent the stealth gauge.
- This gauge increases if the player runs or enters a bright area.
- The gauge decreases when the player stops running and gets in a shady area.

☒ Yes

☐ No

Alarm and Game Over

- When the stealth gauge reaches 75%, the player is detected and an alarm is triggered. The alarm must be visual and/or sound.
- Of the gauge reaches 100%, the game is over and it starts over.

☒ Yes

☐ No

Ex02, Big Brother is watching you

To start grading, make sure the scene displays an environment with the elements mentioned above.

Cameras

- Cameras have a visible range the player can understand.

- If the player enters the range of a camera, the stealth gauge increases significantly fast.

☒ Yes☐ No

Camo

The player can dodge the camera thanks to an environment element. The vent pipe blowing smoke for instance. When the player uses this camouflage the stealth gauge increases way slower.

☒ Yes☐ No

Ex03, An objective

To start grading, make sure the scene displays an environment with the elements mentioned above.

Locked

- The scene must contain a locked room with a door.
- This door can only be unlocked thanks to a key.
- You must be able to get a key somewhere in the current room.

☒ Yes☐ No

End game

- You can retrieve documents/papers in the scene after opening the door.
- Once the documents retrieved, the game is over and starts over.

☒ Yes☐ No

Sound and music

- The game contains both a normal track and one that plays when the player is detected.
- The player makes noise when they run.

- There are ambient sounds, and contextual sounds illustrating environmental elements (vent pipes, cameras, door...).

☒ Yes

☐ No

Ex04, The final touch

To start grading, make sure the scene displays an environment with the elements mentioned above.

Help texts

- A help text appears everytime an action is possible.

- The text fades in and out.

☒ Yes

☐ No

Objective and end message

- A text is displayed when the game begins. It explains the game's objective.

- A text is displayed at the end of the game. One pops when the player beats the level. Another when the player fails.

☒ Yes

☐ No

General mood

You can give up to 5 points to reward the artistic direction of the game.

If the mood is average, give 1 point. The more immersive the game and the more achieved the creativity (visual, sound, general design) the higher the grade.

Rate it from 0 (failed) through 5 (excellent)



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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