

(https://profile.intra.42.fr)

SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/42CURSUS-PISCINE-UNITY) / DAY 01 (/PROJECTS/42CURSUS-PISCINE-UNITY-DAY- 01)

You should evaluate 1 student in this team



Git repository

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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/29764/en.subject.pdf>)

 d01.tar.gz (/uploads/document/document/4894/d01.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 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 this exercise.

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, Thomas and his friends

- One single script must be applied to all 3 characters.

Character selection

You can select any character. The camera gets centered on it.

☒ Yes

☐ No

Movement

The selected character can move and jump.

☒ Yes

☐ No

Reset

You can reset the scene pressing a key.

☒ Yes

☐ No

Ex01, Exit this way!

One single script must be applied to all 3 characters.

Unique characters

Characters all behave differently.

☒ Yes

☐ No

Jump management

Jump is managed--> no wall jump/ no multi-jump.

☒ Yes

☐ No

Level management

Characters must cooperate to reach the end of the level. A message is displayed when all the characters stand before their respective exits.

☒ Yes☐ No

Ex02, Level 2!

Use of physics layers.

Color

Platforms have different colors.

☒ Yes☐ No

Different pathways

Characters can only use platforms their color or the white ones. The level design takes this constraint into account.

☒ Yes☐ No

Linked levels

When the characters reach the exit, they change level.

☒ Yes☐ No

Ex03, Interactivité

A living level with an interesting level design - as much as possible.

Teleporter

The level has teleporters.

☒ Yes☐ No

Moving platforms

The level has moving platforms.

☒ Yes

☐ No

Ex04, Buttons!

An especially well designed level.

Basic switch

Switches open doors.

☒ Yes

☐ No

Advanced switch

Colors are used by switches either according to the opened doors, either according to the color of the character using it.

☒ Yes

☐ No

Super advanced switches and platforms

Switches help changer the platforms' colors and open new pathes.

☒ Yes

☐ No

Ex05, A deadly game

Adding obstacles to toughen up the challenge. 3 game overs.

Turrets

Turrets shoot regularly and the player loses if one of the characters is hit.

☒ Yes

☐ No

It s a trap!

There are traps on the map. Characters must not touch them.

☒ Yes

☐ No

Small holes in big holes.

Characters can fall into holes. The camera must not follow them when they fall.

☒ 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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