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

SCALE FOR PROJECT PISCINE UNITY (/PROJECTS /42CURSUS-PISCINE-UNITY) / DAY 03 (/PROJECTS /42CURSUS-PISCINE-UNITY-DAY-03)

You should evaluate 1 student in this team

★

Git repository

git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-4b9fd930-8130-4b⸱ 📋

Introduction

Pour le bien de cette évaluation, nous vous demandons de:

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/29768/en.subject.pdf)

⬜ d03.tar.gz (/uploads/document/document/4896/d03.tar.gz)

Preliminaires

*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 about 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, Un simple menu

A menu with a background, a start button and an quit button.

A simple menu

You can quit the game with the quit button and the play button loads the following scene (check the code if there's no following scene).

     ⊘ Yes   ✕ No

Ex01, Drag and drop

The tower market interface is the main element in a tower defense. Let's check it out.

The basics

A bar at the bottom of the screen displays the different towers available in the game.

     ⊘ Yes   ✕ No

Drag and drop

You can drag a tower from the bottom bar and drop it on the map in an available space and the player has enough energy.

     ⊘ Yes   ✕ No

Useful infos

The damage bar, the cost as well as all the important informations in the
subject. There's also a visual feedback that helps identify the towers
you cannot buy. You cannot select these towers.

⬛ Yes   ✕ No

Ex02, Pause menu

How to lose stupidly when the water overflows.

Le menu

The menu is displayed when we presse ESC and the game pauses. You can
resume the game with with a button. You can quit the game with another
one. A validation box pops up if you want to quit.

⬛ Yes   ✕ No

Speed

You can speed up or slow down/pause the game (without popping the menu)
pressing the button on the game interface.

⬛ Yes   ✕ No

Custom cursor

A custom cursor appears instead of the regular one.

⬛ Yes   ✕ No

Ex03, Rox or Sux?

The level's end screen. A element that matters.

Recap

At the end of the map (winning or losing), a score screen appears. It
displays the player's score and rank.

⬛ Yes   ✕ No

Rank management

A rank is given to the player according to their performance.
There must be at least 5 ranks and the evaluated student must
show the assessor the way the player is ranked.

$\oslash$ Yes $\times$ No

Next!

The screen must invite the player to start the level again or go to
the following one. There must be a second map with an increased
difficulty level.

$\oslash$ Yes $\times$ No

Ex04, Some more work?

The ingame GUI, another challenge.

Radial menu

A menu displays around a tower targeted when you click it with the
mouse's right click. The menu must behave as required in the
subject.

$\oslash$ Yes $\times$ No

New map

A third map, even more difficult, must come after the second one.

$\oslash$ Yes $\times$ No

Ex05, For progamers

Keyboard shortcuts... Same things, different ways.

Mapped turrets

You can select a turret pressing the matching key on the keyboard.
The placement behavior is the same as drag and drop.

$\oslash$ Yes $\times$ No

Blast !

You can trigger a blast on the map using an icon in the bottom bar or
a keyboard shortcut.

$\oslash$ Yes $\times$ No

End screen

You will judge the look of this screen but there has to be an
end screen that congratulates the player who passed the 3rd level.

⊘ 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

Terms of use for video surveillance (https://signin.intra.42.fr /legal/terms/1)

Rules of procedure (https://signin.intra.42.fr /legal/terms/4)

Declaration on the use of cookies (https://signin.intra.42.fr /legal/terms/2)

General term of use of the site (https://signin.intra.42.fr /legal/terms/6)

Legal notices (https://signin.intra.42.fr /legal/terms/3)

Privacy policy (https://signin.intra.42.fr /legal/terms/5)