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

You should evaluate 1 student in this team

★

Git repository

```
git@vogsphere.msk.21-school.ru:vogsphere/intra-uuid-a8868ab1-2aaf-44:
```

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.

Attachments

☐ subject.pdf (https://cdn.intra.42.fr/pdf/pdf/52638/en.subject.pdf)

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.

Remarques

- For today's evaluation, build the project in the editor. Everything
must be properly configured so you just have to click Build and Run.

- Test the game thoroughly to make sure the game matches the subject's
requirements and that it respects the original game's ADN.

$\quad$ $\oslash$ Yes $\qquad\qquad\qquad\qquad\qquad\qquad\qquad$ $\times$ No

General gameplay
This part will focus on the basic features of the game.

Basic features

These features are present and operational:

- A map with a NavMesh.

- A top down camera centered on the hero controlled by the player. The
character is rigged and animated.

- A hero controlled with the mouse: a left click on the terrain makes
them move. A left click on an enemy makes them attack the ennemy.
Keeping the left click pressed make them attack repeatedly.

- Enemies chase and attack the hero if they enter their detection areas.

- All the characters in the game feature idle/run/attack/death
animations.

- A stats based combat system: STRength increases the damages, AGIlity
increases the chances to hit and dodge, CONstitution increases life.

- An XP system. Each enemy killed earns X experience points to the
hero. When the hero earned enough XP, they reach the next level
and gains 5 skill points they can dispatch among their main
stats.

- Enemies spawning must have the same level as the hero, between 1
and 50.

- A HUD displays the hero's and enemy's life, their respective levels
and the hero's xp.

- A character's window sums up all the stats: STR, AGI, CON, minDamage,
maxDamage, xp, xpToNextLvl, hpMax.

- Life potions the enemies drop randomly. They give the hero 30%
of their max life when they walk on it.

$\quad$ $\oslash$ Yes $\qquad\qquad\qquad\qquad\qquad\qquad\qquad$ $\times$ No

Skills

This part focuses on skills.

Skill points

The hero gains a skill point with each new XP level. You can see the total
skill points he can use in the skill tree window.

☑ Yes   ✕ No

The skill tree

The skill tree opens pressing the "N" key:

- It is divided in tiers that are unlocked following the hero's level.

- You can spend skill points clicking on the skills icons.

- You can enhance each skill several times.

- There are at least 6 skills available, a area spell you can place
with the mouse, an area spell surrounding and following the hero,
an attack spell that throws something at someone, a passive skill and
a healing skill.

- The skills feature a description tooltip.

⊘ Yes   ✕ No

Ingame skills

Skills behave as expected ingame:

- There is a skill bar on the screen. You can attribute a limited amount
of skills to the hero.

- The hero can launch their skills pressing the keyboard key matching
the bar's indication.

- The skills do have particle effects and you can see their ranges.

- Skills need special resources or have a cooldown that prevents you
from launching them endlessly.

⊘ Yes   ✕ No

Loots
This part will focus on loots.

Looks matter.

Weapons must all look different and must be randomly selected from a
list of preset models.

⊘ Yes   ✕ No

Weapons stats.

- Stats are randomly generated but keep matching the player's and enemies'
level.

- Weapons possess the required stats: damage and attack speed.

- There are different rarity levels. Powerful weapons don't come every
3 kills. If the group has not implemented any cheat code, take a quick
look at the code to check how the rarity is managed.

⊘ Yes   ✕ No

Weapons stats

- A tooltip appears when the mouse's cursor passes over a weapon. It shows
the weapon's stats.

    ⊘ Yes   ✕ No

A bit of variety

THis part will focus on the "variety" factor.

Maps

There is an outdoor map and a dungeon.

    ⊘ Yes   ✕ No

The boss

- There is a boss on the third floor of the dungeon. It does behave like
a boss.

    ⊘ Yes   ✕ No

Sound

This part will focus on sound.

Sounds

Sounds are implemented to illustrate the various actions, including
the menus showing up, steps, combats, enemies screaming...

    ⊘ Yes   ✕ No

Music

There is music in the game.

    ⊘ Yes   ✕ No

A cheat code to rule them all

This part will focus on the cheat code.

Cheatcodes

- A keyboard key grants you an instant XP level.

- Another key spawns a weapon matching the current hero's level.

⊘ Yes ✕ No

Balance

- The game is balanced! It's not too easy, not too hard, on every level.
For each test, don't forget to dispatch the skill and talent points
and make an average strength weapon.

⊘ Yes ✕ No

Bonus part

Do not grade the bonus part if the mandatory part has not been thoroughly completed.

Bonus

- Add one point for each relevant and operational element added to the
game. Make sure they are and match the game's universe and design.

- If "Butt Stalion" is PROPERLY implemented, grant the students all
the points.

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

Ratings

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

✔ Ok

📓 Empty work   💬 No author file   ⊕ Invalid compilation   🎵 Norme   📑 Cheat   ⚱ Crash

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation