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SCALE FOR PROJECT PISCINE UNITY (/PROJECTS /42CURSUS-PISCINE-UNITY) / RUSH 00 (/PROJECTS /42CURSUS-PISCINE-UNITY-RUSH-00)

You should evaluate 2 students 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.

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/29782/en.subject.pdf)

 rush00__1_.tar.gz (/uploads/document/document/4903/rush00__1_.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

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.

☒ Yes

☐ No

General gameplay

This part will focus on the gameplay part of the subject.

Movement

You can move the character in 4 different directions using the WASD keys.

☒ Yes

☐ No

Character's orientation

The character's orientation always follows the mouse's cursor.

☒ Yes

☐ No

Dropping and picking up weapons

You can drop your weapon using the right click and pick one up using E.

☒ Yes

☐ No

Shooting

You can shoot projectiles in the direction of the cursor with the left click.

☒ Yes

☐ No

Life management

When a character is hit - including the player - they die and disappear.

☒ Yes

☐ No

Objectives

When you reach the end of a level or kill all the level's enemies, the game stops. If the player is killed, the game is lost and the level starts over.

☒ Yes

☐ No

Weapons

This part focuses on weapons.

Fire arms

- You can pick up fire arms.
- They shoot projectiles in the direction of the cursor.
- They can run out of ammos.

☒ Yes

☐ No

Cold weapons

You can also pick up cold weapons. They can't shoot projectiles and they are not limited by ammos.

☒ Yes

☐ No

Drop style

When you drop a weapon, it's thrown in the cursor direction more or less stylishly.

☒ Yes

☐ No

Rich content

The game offers at least 4 weapons dispatched across a level.

☒ Yes

☐ No

Enemies

This part focuses on enemies

Enemy range

- Enemies must have a long range forward and a short one backward.
- When they detect a player, they must start chasing and shooting them. The chase stops after a moment or when either of them is killed.

☒ Yes

☐ No

Pathfinding

- Enemies can't go through walls. They use doors to go from one room to another.
- They can chase the player from one room to another.

☒ Yes

☐ No

Hearing sounds

If the player shoots by an enemy - even behind a wall - the enemy starts chasing them.

☒ Yes

☐ No

Enemy weapons

- Enemies' ammos are not limited.
- Enemies cannot kill each others.

☒ Yes

☐ No

Patrols

Some enemies walk following a preset path.

☒ Yes

☐ No

Maps

This part will focus on maps.

Content

You have at least one playable level. It's got a beginning, an end, enemies, walls and doors.

☒ Yes☐ No

Walls and doors

- Rooms are bordered by walls the player and enemies cannot go through.
- Rooms are linked by doors that can be opened or closed, opening or closing the matching rooms.

☒ Yes☐ No

Sound

This part will focus on the sound.

Music

The game plays music. All the tracks must come from the Hotline Miami soundtrack (Hotline Miami 2's are tolerated). Otherwise, do not give any point.

☒ Yes☐ No

Sounds

- A sound is played everytime the player or an enemy is killed, when a weapon is picked up, or when the level is defeated or failed.
- Weapons have different and matching sounds.

☒ Yes☐ No

Menus

This part will focus on the menus

Graphics

- Menus are stylish and use the same fonts and colors as Hotline Miami to create a very identifiable style, close to the original game's.
- The main menu logo uses the same font as the Hotline Miami logo.

☒ Yes☐ No

Different menus

- The game features a main menu allowing to start or quit the game.
- A contextual menu pops over the scene when you defeat or fail the level. The text must obviously change accordingly.
- An in-game GUI shows the number of ammos left in the player's current

weapon.

✓ Yes

✗ No

Bonus part

Do not grade this part if the mandatory part is not 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.



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

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