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SCALE FOR PROJECT PISCINE UNITY (/PROJECTS/42CURSUS-PISCINE-UNITY) / DAY 08 (/PROJECTS/42CURSUS-PISCINE-UNITY-DAY-08)

You should evaluate 1 student in this team

★

Git repository

`git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-0aef930` 📋

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/29778/en.subject.pdf)

 d08.tar.gz (/uploads/document/document/4901/d08.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 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 all exercises.

Remarques

- 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.

          ✓ Yes   ✕ No

Ex00, Setting up the scenery

For this exercise, check the project in the editor.

Outside

- The scene contains a terrains with steep and soft slopes.

- The terrains features several textures.

$\checkmark$ Yes $\times$ No

Ex01, Maya

To start grading this exercise, the scene must at least display a scenery with the elements mentionned in the previous exercise. You must check the animator and the evaluated student must show and explain their code to see how the animations go from one state to the other.

4 actions

- Maya can wait, run towards where you clicked, attack when a target
is in range and die if Maya's life points reach 0.

$\checkmark$ Yes $\times$ No

Camera

- The camera follows Maya top down, like in classic hack and slash games.

$\checkmark$ Yes $\times$ No

NavMesh

- There is a NavMesh on the map.

- The character moves logically and buglessly.

- Some bumps/slops are impassable and the character automatically goes
around it following the pathfinding proposed by the NavMesh.

$\checkmark$ Yes $\times$ No

Ex02, Wargames

To start grading this exercise, the scene must display at least a scene and Maya must be able to move in it thanks to the NavMesh.

Enemy spawner

- Enemy appear in the spawn points. The spawning enemy is randomly picked
in the spawner's list.

- Enemies have an animator with the required 4 states and the right
animations are played at the right moment.

- Enemies have a detection zone, run to attack Maya if she gets in range
and they have several life points.

      ☑ Yes   ✕ No

Combat

- Maya attacks the enemy when the player clicks on it and she's close
enough. Otherwise, she runs towards the enemy to get in range and attack.

- If the player keeps the mouse's button pressed, Maya attacks until the
enemy is beaten.

- When an enemy dies, its dead animation plays and after 2 seconds, it
vanishes into the ground and is destroyed once the player cannot see it
anymore.

      ☑ Yes   ✕ No

Ex03, Stats, cause we need some

To start grading this exercise, the scene must at least display the scenery described in previous exercises, the enemies spawn, can attack Maya and die.

Stats

- All the required stats are present and properly managed by the scripts.
You'll have to test the game and check the code to make sure.

- The enemies' and Maya's prefabs have prefilled main stats.

      ☑ Yes   ✕ No

Combat 2

- Combats use the advanced formulas system and keys and damage are
randomly calculated. Once again, use the demo AND read the code to make
sure it's correct.

☑ Yes   ✕ No

Ex04, Death and interface

To start grading this exercise, the scene must at least display a scenery like in the previous exercises, enemies spawn, can attack Maya and die. Combats must use the advanced system.

HUD

- The HUD shows all the elements required in the PDF: Maya's life gauge,
Maya's life points, XP gauge, xp/xpToNextLevel, enemy's name and
life gauge, Maya's and enemies' level.

☑ Yes   ✕ No

Enemy's HUD's management

- The enemy displayed on top of the HUD is the one pointed by the mouse's
cursor or the one Maya is attacking. Otherwise, nothing is displayed.

☑ Yes   ✕ No

Mortal

- Maya can die. If so, the interface displays the info to the player and
no crash occurs.

☑ Yes   ✕ No

Ex05, Level up!

To start grading this exercise, the scene must at least display a scenery like in the previous exercises, enemies spawn, can attack Maya and die. Combats must use the advanced system. And Maya can die.

Character's window

- Pressing "c" opens a character's window that gathers all the stats
required in the PDF.

      ⊘ Yes   ✕ No

Level up

- When Maya has collected enough xp, she reaches the next level.

- We have a visual retroaction, her life raises back to its maximum, the
level is updated in the HUD.

- She also ears 5 skill points you can dispatch among the main features.

- As long as she has one skill point left to be dispatched, a button
allows the player to access the character's window.

      ⊘ Yes   ✕ No

Enemy level up

- Spawning enemies have the same level as Maya and earn 15% of their stats
with each new level.

      ⊘ Yes   ✕ No

Refuel

- Life potions randomly fall when an enemy dies. They give 30% of the
maximum life when Maya walks over them.

      ⊘ Yes   ✕ No

Ratings

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

⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

GJ GL!!!

Finish evaluation

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