

ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

Course Title	Advanced Diploma			Lecturer Name & Surname	NEIL AQUILINA
Unit Number & Title	Programming for Computer Games				
Assignment Number, Title / Type	Simple 2D Car Game - Home				
Date Set	09/12/2020	Deadline Date	19/01/2021		
Student Name	Kyle Attard	ID Number	0140702L	Class / Group	MSD-4.2C

<input checked="" type="checkbox"/>	<i>Student's declaration prior to handing-in of assignment:</i> † I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy
<input type="checkbox"/>	Student's declaration on assessment special arrangements (Tick only if applicable) † I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit. † I declare that I refused the special support offered by the Institute.
<input type="checkbox"/>	
Student Signature: Kyle Attard Date : 19/01/2021	

Assessment Criteria	Maximum Mark	Mark Achieved
KU2: Describe asset types	5	
KU5: Identify suitable resolution for images of various types	5	
KU6: Select asset types and settings for a range of media assets for a game design	5	
KU7: Identify resolution issues for the development platforms	5	
KU8: Identify appropriate input devices and methods for development platforms	5	
KU9: Show and explain how to deploy a game to multiple devices	5	
AA1: Examine and apply basic programming techniques for a simple game	7	
AA2: Develop a game with graphical and audio assets	7	
AA3: Demonstrate ability to resolve issues and input devices in the development environment	7	
AA4: Apply coroutines for a more interesting gameplay	7	
AA5: Examine and solve gameplay problems	7	
SE2: Resolve programming issues related to sound, graphics and gameplay	10	
Total Mark	75	


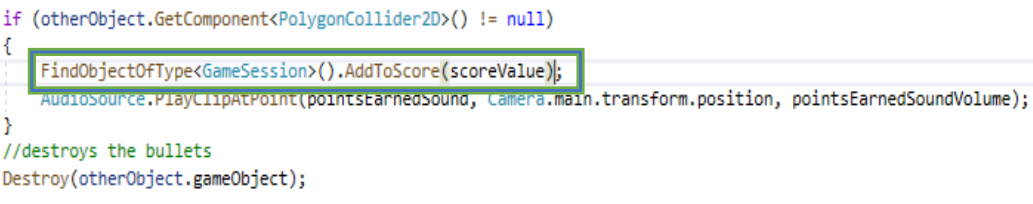
Assessor's feedback to student


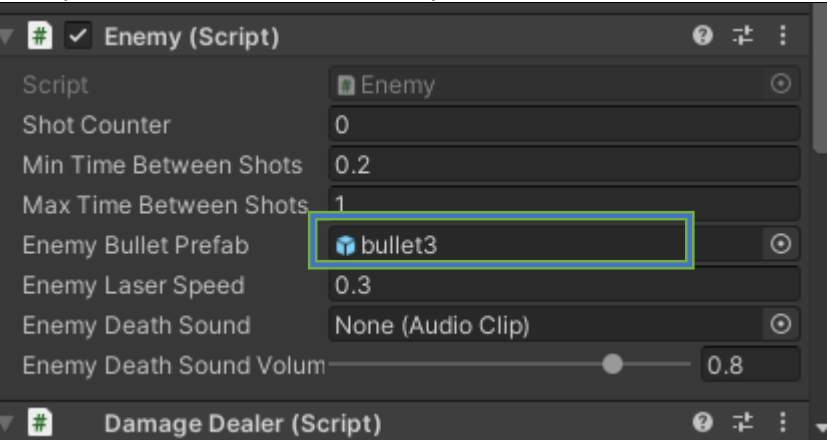
<i>(If necessary, use reverse side of page for IV feedback on assignment brief / sample of assessment decisions)</i>
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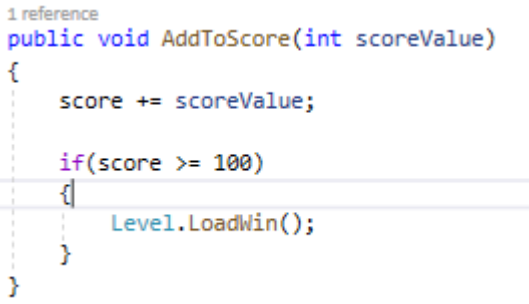
	Name & Surname	Signature	Date
Internal Verifier : Approval of <u>assignment brief</u>		For approval signature, please refer to electronic audit trail	
Lecturer / Assessor : Issue of results and feedback to student		For approval signature, please refer to electronic audit trail	
Internal Verifier : Approval of <u>assessment decisions</u> (Sample)		For approval signature, please refer to electronic audit trail	
Learner's signature upon collection of corrected assignment.			


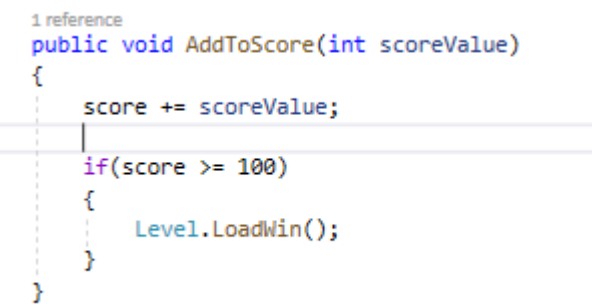
Assessment Criteria
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<i>SE2: Resolve programming issues related to sound, graphics and gameplay</i>

Task 3: Review, Build and Deploy the Game


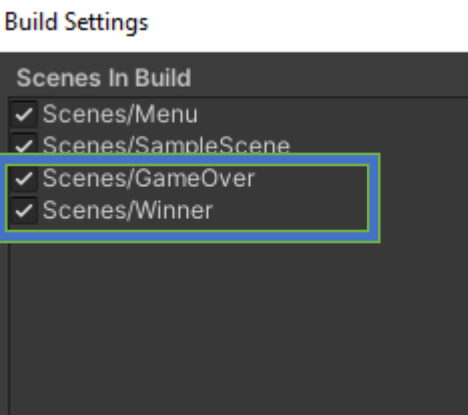
Test case 1	 [15:30:17] Assets\Script\Shredder.cs(15,67): error CS1002: ; expected
Line Error	FindObjectOfType<GameSession>().AddToScore(scoreValue));
Error Explanation	Unexpected error
Error Correction	An extra bracket was at the end when it shouldn't be there
Error Correction Screenshot	

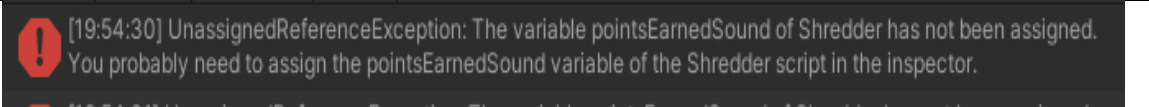
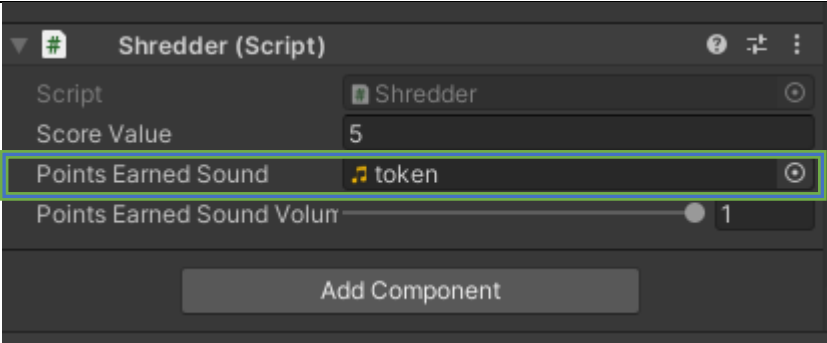
Test case 2	 [16:45:32] UnassignedReferenceException: The variable enemyBulletPrefab of Enemy has not been assigned. You probably need to assign the enemyBulletPrefab variable of the Enemy script in the inspector.
Line Error	Error was in unity
Error Explanation	There was no bullet attached to the enemy car
Error Correction	Bullet prefab was added to the enemy car
Error Correction Screenshot	

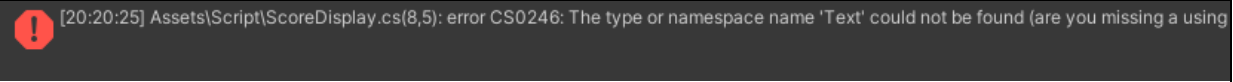
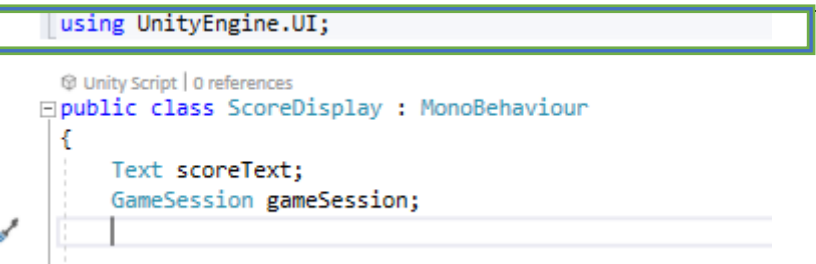
Test Case 3	 [15:40:21] Assets\Script\GameSession.cs(39,12): error CS0103: The name 'Score' does not exist in the current context
Line Error	<code>if(Score >= 100)</code>
Error Explanation	Score was never found
Error Correction	The S of the Score was capital instead of small
Error Correction Screenshot	 <pre> 1 reference public void AddToScore(int scoreValue) { score += scoreValue; if(score >= 100) { Level.LoadWin(); } } </pre>



Test Case 4	 [16:22:24] Assets\Script\Shredder.cs(15,45): error CS0122: 'GameSession.AddToScore(int)' is inaccessible due to its protection level
Line Error	<code>FindObjectOfType<GameSession>().AddToScore(scoreValue);</code>
Error Explanation	Method was set as private instead of public
Error Correction	The method was changed to public
Error Correction Screenshot	 <pre> 1 reference public void AddToScore(int scoreValue) { score += scoreValue; if(score >= 100) { Level.LoadWin(); } } </pre>

Test Case 5	 [14:39:59] Assets\Script\HealthDisplay.cs(18,9): error CS0103: The name 'healthText' does not exist in the current context
Line Error	healthText = GetComponent<Text>();
Error Explanation	healthText was never found
Error Correction	The h of the heatlText was capital instead of small
Error Correction Screenshot	 <pre> Unity Script 0 references public class HealthDisplay : MonoBehaviour { Text healthText; Player player; // Start is called before the first frame update Unity Message 0 references void Start() { healthText = GetComponent<Text>(); player = FindObjectOfType<Player>(); } </pre>

Test case 6	 [17:04:25] Scene with build index: 3 couldn't be loaded because it has not been added to the build settings. To add a scene to the build settings use the menu File->Build Settings...
Line Error	Error was in unity
Error Explanation	Game over and Winning scene where not added to the build settings
Error Correction	Opened build settings and ticked the gameover and winning scene
Error Correction Screenshot	 <p>Build Settings</p> <p>Scenes In Build</p> <ul style="list-style-type: none"> <input checked="" type="checkbox"/> Scenes/Menu <input checked="" type="checkbox"/> Scenes/SampleScene <input checked="" type="checkbox"/> Scenes/GameOver <input checked="" type="checkbox"/> Scenes/Winner

Test case 7	
Line Error	Error was in unity
Error Explanation	Shredder was never given an audio to make point sound effect
Error Correction	Added the token sound effect to the shredder inspector
Error Correction Screenshot	

Test case 8	
Line Error	Text scoreText;
Error Explanation	Text wasn't found since I didn't include
Error Correction	Added the token sound effect to the shredder inspector
Error Correction Screenshot	

Test case 9	 [20:57:01] UnassignedReferenceException: The variable explosionVFX of Player has not been assigned. You probably need to assign the explosionVFX variable of the Player script in the inspector.  [20:57:01] UnassignedReferenceException: The variable explosionVFX of Player has not been assigned. You probably need to assign the explosionVFX variable of the Player script in the inspector.	
Line Error	Unity error	
Error Explanation	Explosion effect wasn't added to the player script	
Error Correction	Explosion effect was added to the player script	
Error Correction Screenshot	