Lab Report **GAME3004 – Mobile Game Development II**  W2022

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Lab / Assignment** | | 1 | **Date Submitted** | | 1/23/2022 | |
|  |  |  |  |  |  |  |  |
|  | **Student Information** | | | | | | |
|  | **First Name** | | **Last Name** | | | **Student ID** | |
|  | **Mehrara** | | **Sarabi Asiabar** | | | **101247463** | |
|  |  | |  | | |  | |
|  |  | |  | | |  | |
|  |  |  |  |  |  |  |  |
|  |  |  | **Achievement Level** | | | |  |
| **Feature / Task / Subtask** | | | **Incomplete 0%** | **Unsatisfactory 50%** | **Satisfactory 75%** | **Complete 100%** | **Value** |
| Version Control | | | No Repo Created or Repo inaccessible. | Repo is created but inappropriately named. Repo does not include necessary project components. | Repo is created and includes all components but only includes a single commit. | Created Master Repo.  Added this week’s Lab to Master Repo.  Lab Folder is appropriately named.  Added instructor as collaborator. | 5 |
| Character Controller  (Physics) | | | Physics have not been adjusted. Character Controller Component has not been added to the Player.  GroundCheck GameObject has not been added. | Character Controller Component has been added, but Game Physics have not been adjusted appropriately.  GroundCheck Object has not been added and / or not setup correctly which causes Player to not be Grounded. | Character Controller Component has been attached to Player.  GroundCheck GameObject has been added.  However, some tweaking is still possible to provide a better player experience. | Game Physics have been adjusted to provide a better player experience. Character Controller Component has been attached to Player.  GroundCheck GameObject has been added and is set at the right height. | 5 |
| Character Controller (Movement) | | | PlayerBehaviour Script is missing or does not allow the player to Move and/or Jump. | PlayerBehaviour Script exists and enables player to Move and/or Jump. However, the Script throws errors or behaves incorrectly. | PlayerBehaviour Script enables player to Move and Jump Appropriately.  But Movement can be improved and/or Script can be improved. | PlayerBehaviour Script exposes all the correct properties in the Inspector.  PlayerBehaviour Script enables player to Move and Jump Appropriately. | 5 |
| Blender  (Maze Tile Creation) | | | Maze Tiles have not been created in Blender. | Only 1 Maze Tile has been created in Blender. The Maze Tile has been Textured but doesn’t look right or is inappropriately sized. | At least 2 Maze Tiles have been created in Blender. However, the Textures and /or Tile sizes need adjustment or tweaking. | At least 2 Maze Tiles have been created in Blender. Both Maze Tiles are textured appropriately. | 5 |
| Blender  (Maze Tile Import to Unity) | | | Maze Tiles have not been imported in Unity. | Only 1 Maze Tile have been brought into Unity. Maze Tile Materials and Textures have not been Extracted correctly or are missing. Some Z-fighting is evident. | At least 2 Maze Tiles have been brought into Unity. However, Maze Tile Materials and/or Textures have not been Extracted correctly. | At least 2 Maze Tiles have been brought into Unity correctly. Maze Tile Materials and Textures have been Extracted in Unity. | 5 |
| Unity Maze Level | | | A Maze Level has not been constructed in Unity. | Only 1 Maze Tile has been used to create a very simple Scene in Unity. The Scene has issues, and it is difficult for the Player to Navigate within, or some visual errors exist. | At least 2 Maze Tiles have been used to create a very simple Scene in Unity, but the Scene needs some adjustment improve GamePlay and/or the Player Experience. | At least 2 Maze Tiles have been used to create a very simple Scene in Unity that the Player can navigate within. | 5 |
|  | | |  |  |  |  |  |
|  | | |  |  |  | **Total** | **30** |

**\*\*Instructions: Please Highlight the Achievement Level for each Feature / Task / Subtask\*\***