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

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|  | **Lab / Assignment** | | 5 | **Date Submitted** | | March 12/2022 | |
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|  | **Student Information** | | | | | | |
|  | **First Name** | | **Last Name** | | | **Student ID** | |
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|  |  |  | **Achievement Level** | | | |  |
| **Feature / Task / Subtask** | | | **Incomplete 0%** | **Unsatisfactory 50%** | **Satisfactory 75%** | **Complete 100%** | **Value** |
| Unity  (Download Joystick Pack and create OnScreen Controls) | | | OnScreen Controls were not created in Unity. | OnScreen Controls have been added to the Canvas.  However, they don’t fit within the safe appropriately and/or they are not appropriately sized. The overall UI / UX is low or broken. | The Canvas Scalar was adjusted with the appropriate Resolution.  OnScreen Controls were created (Joysticks and Buttons).  OnScreen Buttons were labelled and tinted.  OnScreen controls were grouped. However, some layout adjustments are required to improve UX. | The Canvas Scalar was adjusted with the appropriate Reference Resolution.  OnScreen Controls were created the Joystick Pack (Unity Asset) in the Canvas (Joysticks and Buttons).  OnScreen Buttons were labelled and tinted appropriately.  OnScreen controls were grouped together to provide for future show/hide functionality. | 5 |
| Unity  (Wiring up OnScreen Controls) | | | The Player Camera Controller and/or the Player Behaviour Script has not been modified to allow the player to use OnScreen Controls. | The Player Camera Controller and/or the Player Behaviour Script has been modified. However, errors exist that prevent the player from moving, looking and/or jumping in a mobile context. | The Player Camera Controller and the Player Behaviour Script has been modified. However, the scripts or editor values could be adjusted to improve playability and control responsiveness. | The Player Camera Controller script has been modified to use the right Joystick control to move the player’s camera.  The Player Behaviour script has been modified to allow the player to move across the X-Z plane by using the left Joystick.  The Jump button (A Button) has been wired up to allow the player to Jump.  The Map button (Y Button) has been wired up to show/hide the Minimap. | 5 |
| Unity  (Loading and Saving System) | | | A Saving / Loading System has not been implemented. | A Saving / Loading System was implemented but contains errors that prevents appropriate operation. | A Saving / Loading System was implemented.  However, some adjustments can be made to improve performance. | Load and Save buttons were created as a simple UI to test Loading and Saving functionality.  Both PlayerPrefs and BinaryFormatter were used to create a Saving / Loading System and were also Demonstrated. | 10 |
| 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. | Added this week’s Lab to Master Repo.  Lab Folder is appropriately named.  Added instructor as collaborator. | 5 |
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|  | | |  |  |  | **Total** | **25** |

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