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

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|  | **Lab / Assignment** | | 6 | **Date Submitted** | | March 19/2022 | |
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|  | **Student Information** | | | | | | |
|  | **First Name** | | **Last Name** | | | **Student ID** | |
|  | **Mehrara** | | **Sarabi** | | | **101247463** | |
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|  |  |  | **Achievement Level** | | | |  |
| **Feature / Task / Subtask** | | | **Incomplete 0%** | **Unsatisfactory 50%** | **Satisfactory 75%** | **Complete 100%** | **Value** |
| Unity  (Platform Detection & OnScreen Controls) | | | The Player Camera Controller and the Player Behaviour Scripts were not modified. | The Player Camera Controller and the Player Behaviour Scripts were modified. However, errors exist that prevent OnScreen Controls from being disabled and/or crashing the application. | The Player Camera Controller and the Player Behaviour Scripts were modified to disable OnScreen Controls when the game was not running on a Mobile Platform. However, some adjustments / Script refactoring could be made to improve efficiency. | Both the Player Camera Controller and the Player Behaviour Scripts were modified to detect the current Application Platform.  OnScreen Controls were disabled when the game was not running on a Mobile Platform.  Keyboard and Mouse Input was enabled for non-mobile Application platforms. | 5 |
| VFX Graph (Effect 1) | | | VFX Graph was not used to create a Visual Effect. | VFX Graph (and optionally Shader Graph) was used to create a Visual Effect. However, the effect does not work properly or is unusable in the existing context. | VFX Graph (and optionally Shader Graph) was used to create an interesting Visual Effect. However, some tweaking is required to improve the aesthetic. | VFX Graph (and optionally Shader Graph) was used to create an interesting Visual Effect.  The Effect was demonstrated on Windows Platform or on a Smart Phone that supports Compute Shaders. | 10 |
| VFX Graph (Effect 2) | | | VFX Graph was not used to create a Visual Effect. | VFX Graph (and optionally Shader Graph) was used to create a Visual Effect. However, the effect does not work properly or is unusable in the existing context. | VFX Graph (and optionally Shader Graph) was used to create an interesting Visual Effect. However, some tweaking is required to improve the aesthetic. | VFX Graph (and optionally Shader Graph) was used to create an interesting Visual Effect.  The Effect was demonstrated on Windows Platform or on a Smart Phone that supports Compute Shaders. | 10 |
| Build Settings and Deployment to Mobile Emulator  (Demo for Application Platform Detection) | | | You did not Build your Game for the Android Platform. | Build settings were configured for Android Deployment. However, your configuration is not correct / complete which causes your Deployment to LDPlayer to Fail. | Build settings were configured for Android Deployment. You demonstrated your game on LDPlayer. However, some adjustment to the configuration settings, materials, OnScreen controls are required for your game to work well on the Emulator. | You switched to the Android Build Platform.  Player Settings were configured to allow for a Landscape Orientation and to build correctly for Android.  You demonstrated your Application Platform Detection. | 5 |
| 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** | **35** |

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