

ID511001: Programming 2

Classroom Tasks: Unity Game Engine Research Marking Rubric

	10-9	8-7	6-5	4-0
Functionality	<p>The app contains comprehensive and robust evidence on the following functionality:</p> <ul style="list-style-type: none"> Side-Scroller Breakout 	<p>The app contains clear and detailed evidence on the following functionality:</p> <ul style="list-style-type: none"> Side-Scroller Breakout 	<p>The app contains evidence on the following functionality:</p> <ul style="list-style-type: none"> Side-Scroller Breakout 	<p>The app does not or does not fully contain evidence on the following functionality:</p> <ul style="list-style-type: none"> Side-Scroller Breakout
Questions	<p>README file contains comprehensive evidence on the following:</p> <ul style="list-style-type: none"> Describe some best practices for organising your Unity project. Explain the concept of GameObjects & Components. Explain the concept of Prefabs. Explain the concept of game object hierarchy. Explain how collision detection between the ball & the paddles using colliders is implemented in the game Pong. 	<p>README file contains clear evidence of:</p> <ul style="list-style-type: none"> Describe some best practices for organising your Unity project. Explain the concept of GameObjects & Components. Explain the concept of Prefabs. Explain the concept of game object hierarchy. Explain how collision detection between the ball & the paddles using colliders is implemented in the game Pong. 	<p>README file contains evidence of:</p> <ul style="list-style-type: none"> Describe some best practices for organising your Unity project. Explain the concept of GameObjects & Components. Explain the concept of Prefabs. Explain the concept of game object hierarchy. Explain how collision detection between the ball & the paddles using colliders is implemented in the game Pong. 	<p>README file does not or does not fully contain evidence of:</p> <ul style="list-style-type: none"> Describe some best practices for organising your Unity project. Explain the concept of GameObjects & Components. Explain the concept of Prefabs. Explain the concept of game object hierarchy. Explain how collision detection between the ball & the paddles using colliders is implemented in the game Pong.

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Classroom Tasks: Unity Game Engine Research Marking Cover Sheet

Name:

Date:

Learner ID:

Assessor's Name:

Assessor's Signature:

Criteria	Out Of	Weighting	Final Result
Functionality	10	50	
Questions	10	50	
Final Result			/100
This assessment is worth 10% of the final mark for the Programming 2 course.			

Feedback:

Functionality:

Questions: