# **ID511001: Programming 2**

# **Classroom Tasks: Unity Game Engine Research Marking Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **10-9** | **8-7** | **6-5** | **4-0** |
| **Functionality** | The app contains comprehensive and robust evidence on the following functionality:   * Side-Scroller * Breakout | The app contains clear and detailed evidence on the following functionality:   * Side-Scroller * Breakout | The app contains evidence on the following functionality:   * Side-Scroller * Breakout | The app does not or does not fully contain evidence on the following functionality:   * Side-Scroller * Breakout |
| **Questions** | README file contains comprehensive evidence on the following:   * 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. | README file contains clear evidence of:   * 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. | README file contains evidence of:   * 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. | README file does not or does not fully contain evidence of:   * 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:**