



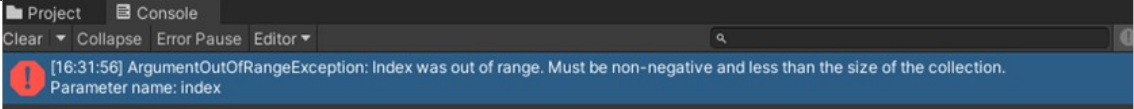
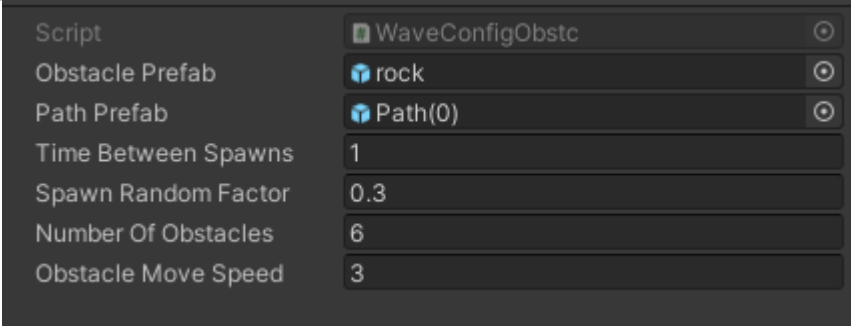
Course Title	Advanced Diploma	Instructor Name & Signature	MSA Adjusted
Unit Number & Title	Programming for Computer Games		
Assignment Number, Title / Type	Simple 3D Car Game - Home		
Start Date	06/12/2020	Deadline Date	06/01/2021
Student Name	Miriana Nicole grixti	ID Number	264399m
		Class / Group	Msd 4.2A

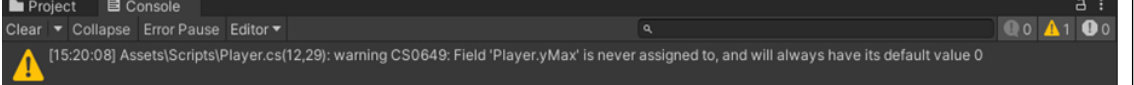
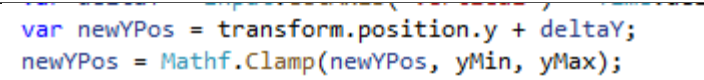
<input checked="" type="checkbox"/>	Student's declaration prior to handing-in of assignment
	<ul style="list-style-type: none"> I certify that the work submitted for this assignment is my own and that I have read and understood the respective Program Policy
<input type="checkbox"/>	Student's declaration on assessment special arrangements (Tick only if applicable)
<input type="checkbox"/>	<ul style="list-style-type: none"> I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit
<input type="checkbox"/>	<ul style="list-style-type: none"> I declare that I refused the special support offered by the Institute
Student Signature: <u>Mngqixoti</u>	
Date: <u>20/1/2021</u>	

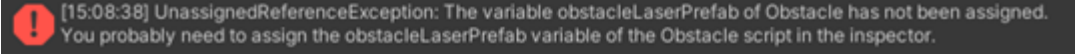
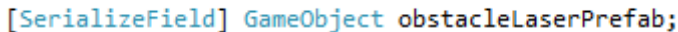
Assessment Criteria	Maximum Mark	Mark Achieved
PL1/1 Describe asset types	5	
PL1/2 Identify suitable resolution for images of various types	5	
PL1/3 Select asset types and settings for a range of media assets for a game design	5	
PL1/7 Identify resolution issues for the development platforms	5	
PL1/8 Identify appropriate input devices and methods for development platforms	5	
PL1/9 Show and explain how to deploy a game to multiple devices	5	
AA1 Examine and apply basic programming techniques for a simple game	3	
AA2 Develop a game with graphical and audio assets	3	
AA3 Demonstrate ability to resolve issues and input devices in the development environment	3	
AA4 Apply constraints for a more interesting gameplay	3	
AA5 Examine and solve gameplay problems	3	
SE2 Resolve programming issues related to sound, graphics and gameplay	10	
Total Mark	75	

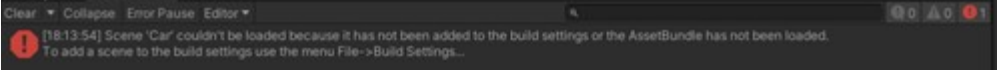

Assessor's feedback to student
If necessary, use reverse side of page for W feedback on assignment brief / sample of assessment decisions



Task3: Review, Build and Deploy the Game:



Test Case 1:		
Line Error:		
Error Explanation	When I delated the rock from the hierarchy I had this error and the rock didn't show.	
Error Correction:	I had to choose the obstacle prefab as the rock	
Error Correction Screenshoot :		


Test Case 2:		
Line Error:	newYPos = Mathf.Clamp(newYPos,xMin,xMax);	
Error Explanation	When I pressed play the I had this error and the player didn't move correctly as it should.	
Error Correction:	I had to change the y instead of x	
Error Correction Screenshoot :		


Test Case 3:	
Line Error:	
Error Explanation	When I pressed play bullet didn't show.
Error Correction:	I had to add the bullet to the laser prefab, to the obstacle .
Error Correction Screenshoot :	


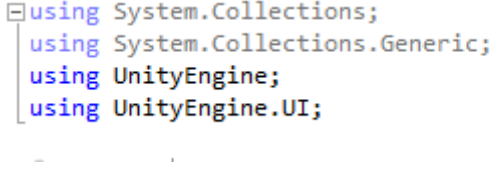
Test Case 4:	
Line Error:	Line 26 I wrote Scenemanager.LoadScene("car");
Error Explanation	When I pressed the play button and the scene had to be changed nothing happend
Error Correction:	I had to write the scene name properly as the scene name in unity.
Error Correction Screenshoot :	


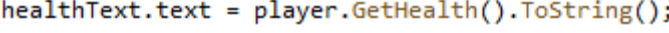
Test Case 5:	
Line Error:	Scenemanager.LoadScene("gameover");
Error Explanation	When I pressed the player died the gameover scene didn't come
Error Correction:	I had to write the scene name properly as the scene name in unity.
Error Correction Screenshoot :	


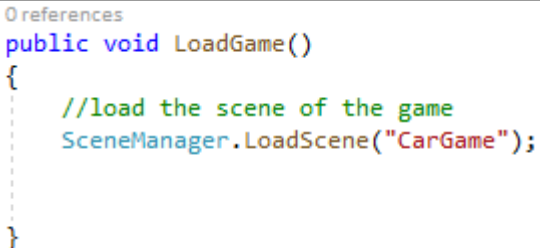
Test Case 6:	
Line Error:	STrtCououtine(WaitandLoad())
Error Explanation	When I pressed the play I had this error I had to add a semicolon
Error Correction:	I forgot to add a ;
Error Correction Screenshoot :	



Test Case 7:	 [09:24:30] Assets\Scripts\EnemyPathing.cs(65,9): error CS0106: The modifier 'public' is not valid for this item
Line Error:	Public void SetWaveConfig()WaveConfigObstc waveConSet)
Error Explanation	In the console I had this error I had a missing }
Error Correction:	I forgot a }
Error Correction Screenshoot :	<pre> } else { //arrange something in here to make the enimes move down after the player Destroy(gameObject); } </pre>

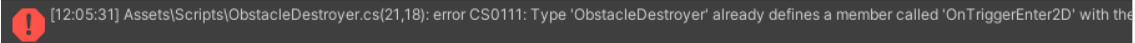
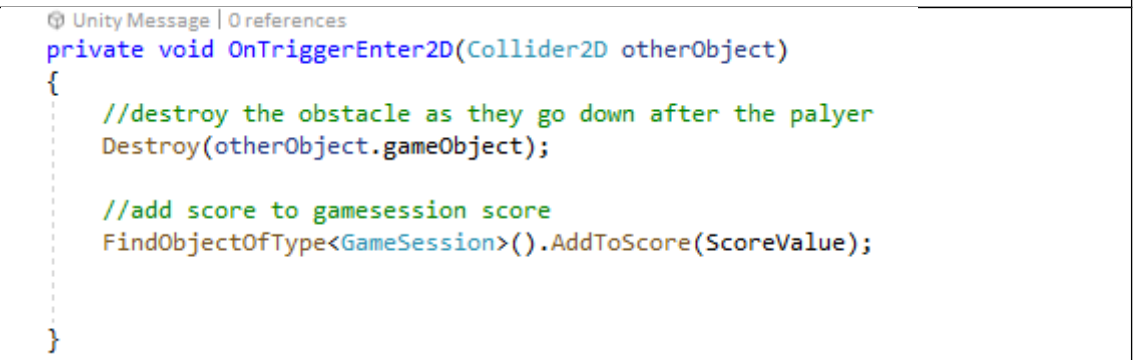
Test Case 8:	 [09:24:30] Assets\Scripts\EnemyPathing.cs(70,2): error CS1513: } expected
Line Error:	
Error Explanation	When I pressed the play I had this error
Error Correction:	I forgot to add a }
Error Correction Screenshoot :	<pre> } else { //arrange something in here to make the enimes move down after the player Destroy(gameObject); } </pre>

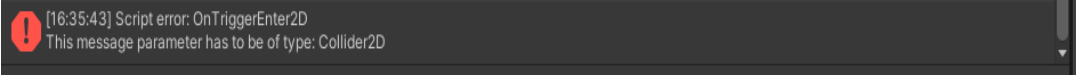
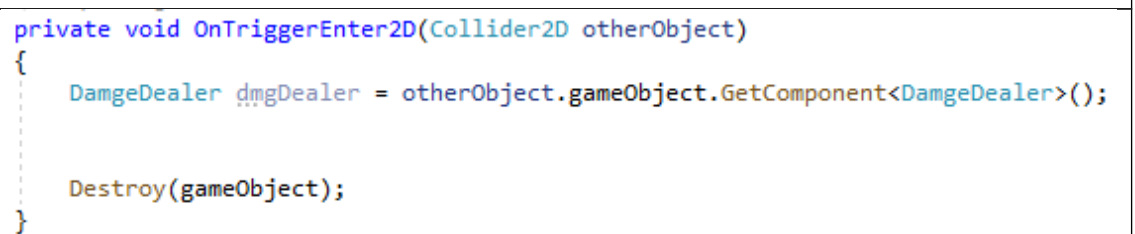
Test Case 9:	 [11:26:37] Assets\Scripts\HealthDisplay.cs(7,5): error CS0246: The type or namespace name 'Text' could not be found (are you missing a using directive or an assembly reference?)
Line Error:	Text healthText
Error Explanation	As I went to play the game I had this error it was not finding the ui
Error Correction:	I had to add in the script file on top using UnityEngine.UI
Error Correction Screenshoot :	 <pre> using System.Collections; using System.Collections.Generic; using UnityEngine; using UnityEngine.UI; </pre>

Test Case 10:	 CS0029 Cannot implicitly convert type 'int' to 'string'
Line Error:	healthText.text = player.GetHealth();
Error Explanation	In the console I had this error saying that It cannot convert to int or string
Error Correction:	I had to add a ToString().
Error Correction Screenshoot :	 <pre> healthText.text = player.GetHealth().ToString(); </pre>

Test Case 11:	 [11:38:44] NullReferenceException: Object reference not set to an instance of an object Level.LoadGame () (at Assets/Scripts/Level.cs:29)
Line Error:	FindObjectOfType<GameSession>().ResetGame();
Error Explanation	after the game finished when I pressed play again I had this error
Error Correction:	I had to remove that line of code in the loadgame() Method
Error Correction Screenshoot :	 <pre> 0 references public void LoadGame() { //load the scene of the game SceneManager.LoadScene("CarGame"); } </pre>

Test Case 12:	 [11:29:55] Assets\Scripts\HealthDispaly.cs(25,33): error CS1061: 'Player' does not contain a definition for 'GetScore' and no accessible extension method 'GetScore' accepting a first argu
Line Error:	healthText.text = player.GetScore().ToString();
Error Explanation	When I pressed the play I had this error saying tpalyer does not have definition of getscore
Error Correction:	I had to change fromGetScore to GetHealth
Error Correction Screenshoot :	 <pre> healthText.text = player.GetHealth().ToString(); </pre>

Test Case 13:	
Line Error:	<code>private void OnTriggerEnter2D(Collider2D otherObject)</code>
Error Explanation	When I pressed the play I had this error it is saying that type obstacle destroyer has already an on trigger2d
Error Correction:	I had to change because i did 2 on trigger enters in one script
Error Correction Screenshoot :	 <pre> Unity Message 0 references private void OnTriggerEnter2D(Collider2D otherObject) { //destroy the obstacle as they go down after the palyer Destroy(otherObject.gameObject); //add score to gamesession score FindObjectOfType<GameSession>().AddToScore(ScoreValue); } </pre>

Test Case 14:	
Line Error:	<code>private void OnTriggerEnter2D(Collider otheroject)</code>
Error Explanation	As I went to play this error showed in the console saying that in the parameters I had to change the collider
Error Correction:	I had to add in the parameters Collider2D
Error Correction Screenshoot :	 <pre> private void OnTriggerEnter2D(Collider2D otherObject) { DamageDealer dmgDealer = otherObject.gameObject.GetComponent<DamageDealer>(); Destroy(gameObject); } </pre>