Lab Report **GAME3001 – Artificial Intelligence**  W2022

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|  | **Lab / Assignment** | | 1 | **Date Submitted** | | 2020/01/16 | |
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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** |
| 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. | Created a master repo that is appropriately named.  Added instructors as collaborators | 1% |
| Play Scene Setup | | | Play Scene is not set as Starting Scene and existing UI have not been removed.  Player position is not set appropriately. | Play Scene either not set as Starting Scene and/or not all UI items removed. Player position may not be set appropriately. | Play Scene is set as Starting Scene.  Most existing UI Items commented out.  Positions of Plane and Player set in the Start function. | Play Scene is set as Starting Scene.  All existing UI Items commented out.  Positions of Plane and Player set in the Start function. | 1.5% |
| Player Movement | | | Player cannot move with A and D keys. | Player can move with A and D keys, but errors exist, or movement is glitchy. | Player can move with A and D keys, but movement could be smoother and speed could use adjustment. | Player can move with A and D keys. Movement is smooth and at an appropriate speed. | 0.5% |
| ImGUI Debug Controls | | | Slider Controls in ImGUI do not function or do not exist. | Slider Controls exist in ImGui but either don’t work properly or produces errors. | Slider Controls work to re-position Plane but could be adjusted or tweaked. | Slider Controls work to re-position Plane appropriately. | 0.5% |
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| Distance Check | | | Play Scene does not transition to End Scene when Player and Plane are close and/or code does not exist to enable this. | Code Exists to enable Play Scene to transition to End Scene when Player is close to Plane, but transition does not occur or produces errors. | Play Scene transitions to End Scene when Player and Plane are very close but distance check could be improved or tweaked. | Play Scene transitions to End Scene when Player and Plane are very close. | 0.5% |
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|  | | |  |  |  | **Total** | **4.0%** |

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