

□ □ (<https://profile.intra.42.fr/searches>)

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Remember that the quality of the defenses, hence the quality of the of the school on the labor market depends on you. The remote defences during the Covid crisis allows more flexibility so you can progress into your curriculum, but also brings more risks of cheat, injustice, laziness, that will harm everyone's skills development. We do count on your maturity and wisdom during these remote defenses for the benefits of the entire community.

SCALE FOR PROJECT GBMU ([HTTPS://PROJECTS.INTRA.42.FR/PROJECTS/42CURSU GBMU](https://projects.intra.42.fr/projects/42CURSUGBMU))

You should evaluate 2 students in this team

□

Git repository

`git@vogsphere.msk.21-s` □

Introduction

To ensure this evaluation goes smoothly, please respect the following set of rules :

- Please remain courteous, polite, respectful and constructive at all times during this exchange. The trust bond between the school's community and yourself depends on it.
- Should you notice any malfunctions within the submitted project, make sure you take the time to discuss those with the student (or group of students) being graded.
- Keep in mind that some subjects can be interpreted differently. If you come accross a situation where the student you're grading has interpreted the subject differently than you, try and judge fairly whether their interpretation is acceptable or not, and grade them accordingly. Our peer-evaluation system can only work if you both take it seriously.

Guidelines

- You may only evaluate whatever is in the GiT submission directory of the student you are grading.
- Make sure to check wether the GiT submission directory belongs to the student (or group) you're grading, and that it's the right project.
- Make sure no mischievous aliases have been used to trick you into correcting something that is not actually in the official submitted directory.
- Any script created to make this evaluation session easier - whether it was produced by you or the student being graded - must be checked rigorously in order to avoid bad surprises.

- If the student who is grading this project hasn't done the project him/herself yet, he/she must read the whole topic before starting the evaluation session.

- Use the flags available to you on this scale in order to report a submission directory that is empty, non-functional, that contains a norm errors or a case of cheating, etc... In this case, the evaluation session ends and the final grade is 0 (or -42, in case of cheating). However, unless the student has cheated, we advise you to go through the project together in order for the two (or more) of you to identify the problems that may have led for this project to fail, and avoid repeating those mistakes for future projects.

Attachments

- ☐ subject (<https://cdn.intra.42.fr/pdf/pdf/9377/en.subject.pdf>)
- ☐ gb-programming-manual (<https://cdn.intra.42.fr/pdf/pdf/9379/gb-programming-manual.pdf>)
- ☐ 1411 roms 0 (<https://projects.intra.42.fr/uploads/document/document/1451/roms.zip>)
- ☐ 1411 demo 0 (<https://projects.intra.42.fr/uploads/document/document/1452/demo.zip>)

Preliminaries

Preliminary instructions

First check the following items :

- There is something in the git repository
- No cheating, student must be able to explain the code.
- You MUST compile the project on the machine of the person who is corrected and then run the executable on the computer of the corrector to ensure the .app is deployable!

If an item in this list is not respected, the notation stops.
Use the appropriate flag. You are encouraged to continue the discussion but the scale ends now.

☐ Yes

☐ No

CPU & Debugger

Let's start with instructions

CPU, instructions and debugger

Make sure the application via the GUI can launch a debugger that displays instructions to follow, the state of the registers. You can run a frame and/or a second.

☐ Yes

☐ No

DMG Games

Firsts tests on DMG games! For each of the games launched, please check that speed is correct, inputs react properly, the display is correct (background, sprites, window, background priority), please refer to the demo if in doubt.

Tetris

Check that Tetris is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

Bubble Ghost

Check that Bubble Ghost is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

The Legend of Zelda - Link's Awakening

Check that The Legend of Zelda: Link's Awakening is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

Mystic Quest

Check that Mystic Quest is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

Pokémon Blue

Check that Pokémon Version Bleue is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

CGB Games

Now CGB games! For each of the games launched, please check that speed is correct, inputs react properly, the display is correct (background, sprites, window, background priority), please refer to the demo if in doubt.

Pokémon Version Crystal

Check that Pokémon Version Crystal is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

The Legend of Zelda Oracle of Seasons and Oracle of Ages

Check that The Legend of Zelda: Oracle of Seasons and Oracle of Ages tournent correctement, qu'il n'y a pas de bugs d'affichage et que la vitesse est correcte.

☐ Yes

☐ No

Metal Gear Solid

Check that Metal Gear Solid is running properly, there is no display bugs, the inputs react properly and the speed is correct.

☐ Yes

☐ No

In-Game Saves

Managing in-game backups

Back-ups

Check with the ROMs of your choice that manage in-game backup (Pokemon, Zelda, etc.) that you can start at your save point.

☐ Yes

☐ No

Bonus

Sound ?

There is sound for the ROMs in resources? Test the ROMs you want that are in resources.

☐ Yes

☐ No

BIOS

The bootstrapper from the gameboy starts up launching a game based on the type of cartridge (DMG / CGB) or the selected model?

☐ Yes

☐ No

Forcing DMG & CGB

You can force a Gameboy model. This means that the DMG games can be run in color on the CGB and CGB games (compatible DMG) can be launched in black and white on the DMG.

☐ Yes

☐ No

Save States

You can save the state of the emulator on a game in progress and resume later to that state?

☐ Yes

☐ No

UX

Lots of super cool features enriching the user experience ! Ex :
drag & drop, changement de speed, reset, etc.



Rate it from 0 (failed) through 5 (excellent)

Ratings

Don't forget to check the flag corresponding to the defense

☐ Ok

☐ Outstanding project

☐ Empty work

☐ Incomplete work

☐ No author file

☐ W Invalid compilation

☐ Norme

☐ Cheat

☐ d Crash

☐ Incomplete group

☐ I Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation

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