

42 Evals**Points earned****0**[Back to all evaluation sheets](#)

ft_transcendence

You should evaluate **5** student in this team

Introduction

Please follow the rules below:

- ✓ Remain polite, courteous, respectful, and constructive throughout the evaluation process. The community's well-being depends on it.
- ✓ Work with the student or group being evaluated to identify potential issues in their project. Take time to discuss and debate the problems identified.
- ✓ Understand that there may be differences in how peers interpret the project instructions and scope. Always keep an open mind and grade as honestly as possible. Pedagogy is effective only when peer evaluations are taken seriously.

Guidelines

Please follow the guidelines below:

- ✓ Only grade the work submitted to the Git repository of the evaluated student or group.
- ✓ Double-check that the Git repository belongs to the student(s) and that the project is the one expected. Ensure that git clone is used in an empty folder.
- ✓ Carefully verify that no malicious aliases are used to deceive the evaluator into grading non-official content.
- ✓ If applicable, review any scripts used for testing or automation together with the student.
- ✓ If you haven't completed the assignment you're evaluating, read the entire subject before starting the evaluation.
- ✓ Use the available flags to report an empty repository, a non-functioning program, a Norm error, or cheating. The evaluation process ends with a final grade of 0 (or -42 for cheating). However, except in cases of cheating, students are encouraged to review the work together to identify mistakes to avoid in the future.
- ✓ Remember that no segfaults or other unexpected program terminations will be tolerated during the evaluation. If this occurs, the final grade is 0. Use the appropriate flag.
- ✓ You should not need to edit any files except the configuration file, if it exists. If editing a file is necessary, explain the reasons to the evaluated student and ensure mutual agreement.
- ✓ Verify the absence of memory leaks. All memory allocated on the heap must be properly freed before the program ends.
- ✓ You may use tools like leaks, valgrind, or e_fence to check for memory leaks. If memory leaks are found, tick the appropriate flag.

Attachments

Please download the attachments below:

 [subject.pdf](#)

Mandatory Part

Preliminary tests

Preliminary tests

- ✓ Any credentials, API keys, environment variables must be set inside a .env file during the evaluation. In case any credentials, API keys are available in the git repository and outside of the .env file created during the evaluation, the evaluation stop and the mark is 0.
- ✓ Ensure the docker compose file is at the root of the repository.
- ✓ Run the "docker-compose up --build" command.
- ✓ Since the rating of this project is more flexible, do not stop the evaluation process unless you encounter a 500 error, a crash, or anything that actually doesn't work within the project scope.

Yes

No

The website

Security concerns

- ✓ Ensure that the website is secured.
- ✓ Be carefull about TLS. If there is a backend or any other features, it must be available.
- ✓ Check if there is a database the passwords must be hashed.

- ✓ Check the server for server-side validation/sanitization on forms and any user input.
- ✓ Ensure the security measures are properly implemented and thoroughly tested.
- ✓ If there is any error, the evaluation ends now.

Yes

No

Basic checks

Basic checks

- ✓ The website is available.
- ✓ The user can subscribe on the website.
- ✓ Registered users can log in.
- ✓ The website is a Single Page Application. The user can use the "Back" and "Forward" buttons of the web browser.
- ✓ You can browse the website using the latest version of Chrome.

Yes

No

Major module 02

Major module 02

You must now verify the chosen module(s) with each group participant.

You must comprehensively understand everything that will be explained, with the subject PDF as your reference. The obligations for each module are

clearly stated in the subject's PDF.

Do not hesitate to ask any questions and request a demonstration of the proper functioning of these module(s).

As a reminder, one major module is equivalent to 2 minor modules, as specified in the subject.

A module is considered valid under the following criteria:

- ✓ There are no issues with the proper functioning of the presented module(s).
- ✓ We understand how it works and why it was chosen.
- ✓ No errors are visible
- ✓ A comprehensive explanation allows for a detailed understanding of these module(s).

We would like to remind you that this is an important project, and that it is essential to carry out this evaluation properly.

Yes

No

The game

Local game

- ✓ You should be able to use this game locally on the same computer using the keyboard.
- ✓ Each player should be able to utilize a section of the keyboard.
- ✓ You must also be able to initiate a tournament, and the tournament should offer a matchmaking system to connect local players.

Yes

No

Major module 05

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Yes

No

Major module 06

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Yes

No

Major module 07

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clearly stated in the subject's PDF.

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As a reminder, one major module is equivalent to 2 minor modules, as specified in the subject.

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Yes

No

Gameplay

Gameplay

The game itself must be playable and respect the original Pong game.

The controls must be intuitive or correctly explained (with some rules or manual). When a game is over, either a kind of end-game screen is displayed or the game page just exits.

Yes

No

Lags & disconnects

Unexpected disconnections and lags have to be handled. The game and the website must not crash when a user is experiencing lags or is disconnected. Handling such issues in an efficient way is appreciated but not mandatory:

- ☒ Pause the game for a defined duration.
- ☒ Disconnected users can reconnect.
- ☒ Lagging users can catch up to the match.
- ☒ And so forth. Any solution is acceptable. The only requirement is: the game should not crash.

Yes

No

Major module 04

Major module 04

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- ☒ There are no issues with the proper functioning of the presented module(s).

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Yes

No

Modules

For this section, it is crucial to thoroughly read the PDF document detailing the requirements for each module, and provide clear and precise explanations for each choice made. In case of any doubt, do not hesitate to stop.

Major module 01

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Yes

No

Major module 03

Major module 03

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Yes

No

Bonus Part

Bonus

Evaluate the bonus part if, and only if, the mandatory part has been entirely and perfectly done, and the error management handles unexpected or bad usage. In case all the mandatory points were not passed during the defense, bonus points must be totally ignored.

Extra Module

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As a reminder, one major module is equivalent to 2 minor modules, as specified in the subject.

A module is considered valid under the following criteria:

- ☒ There are no issues with the proper functioning of the presented module(s).
- ☒ We understand how it works and why it was chosen.

✓ No errors are visible

✓ A comprehensive explanation allows for a detailed understanding of these module(s).

We would like to remind you that this is an important project, and that it is essential to carry out this evaluation properly.

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



0

1

2

3

4

5

Ratings

✓ OK

☆ Outstanding

✖ Empty Work

🗨 Incomplete Work

⊘ Invalid Compilation

⚠ Cheat

💥 Crash

⚠ Concerning Situations

⚡ Leaks

⊘ Forbidden Functions

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