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SCALE FOR PROJECT ZAPPY (/PROJECTS/ZAPPY)

Introduction

Please respect the following rules:

- Remain polite, courteous, respectful and constructive throughout the correction process. The well-being of the community depends on it.
- Identify with the person (or the group) graded the eventual dysfunctions of the work. Take the time to discuss and debate the problems you have identified.
- You must consider that there might be some difference in how your peers might have understood the project's instructions and the scope of its functionalities. Always keep an open mind and grade him/her as honestly as possible. The pedagogy is valid only and only if peer-evaluation is conducted seriously.

Guidelines

Zappy isn't a trivial project to correct. It is also long project to grade. For a full project you need to spend around:

- 20-30mn for the server testing
- 10-20mn for the graphic client testing
- 5-10mn to test the client's Al

Between 35 and 60 min in total. Take the necessary time to check out everything the work of your peer carefully

Enjoy p2p!

Attachments

Subject (https://cdn.intra.42.fr/pdf/pdf/5244/zappy.en.pdf)	
_	
protocole client graphique (https://cdn.intra.42.fr/pdf/pdf/5272/pro	otocol-client-graphique-zappy.pdf)
Preliminaries	
Preliminary tests	
Check firstly the following elements:	
- There is something in the git repository.	
- A valid author file	
- The Makefile is present and compiles correctly the executables:	
server, client et gfx	
- No norm errors, Norminette is authoritative.	
- No cheating (All functions are authorised, the student can explain	
the code,)	
If an element of this list isn't respected, the grading ends.	
Use the appropriate flag. You're allowed to debate some more	
about the project, but the grading will not be applied.	
~/	
	×No
The server You will have to evaluate the functional and technical quality of the server. A properly understand. We will use the following options: ./server -p 4242 -t	
Prerequisites	
The server MUST use a select. If it doesn't use a select,	
do not evaluate the server, move on to the client.	
∀es	\times No

	✓ Yes	×No
Circular buffers		
Circular buffers were impleme	nted for read and write?	
	∀Yes	XNo
Time management		
Time is properly managed usin	ng the gettimeofday(2) function?	
		\times_{No}
Action list		
There is a global action list usin actions requiring the shortest e beginning of the list?		
	✓ Yes	XNo
Movements		
The advance, left and right co	mmands are implemented?	
		XNo
Player actions		
The see/inventory/put/take o	commands are implemented?	
	∀Yes	XNo
Incantation		
	n lamentad?	
The incantation command is im	ipiememed*	

The fork command is implen	nented?	
	- /	
	✓ Yes	×N₀
Slots management		
The slots managemeng is co	orrect (-c flag and fork)?	
	⊗ Yes	imesNo
Graphic clie	.nt	
_	e aesthetic and interactive aspects of the client.	
Connection		
The client connects properly	to the server and displays the map?	
		imesNo
Game elements		
Players, stones and food an	e visible?	
	⊗ Yes	×N₀
	○ les	/ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \
Square content		
Is it possible to click on a sq	quare to see details about it tip or something else?	
like a floating window, tool		
like a floating window, tool		×N₀
	⊗ Yes	×No
Advanced client	✓ Yes ne number of similar stones on a	× No

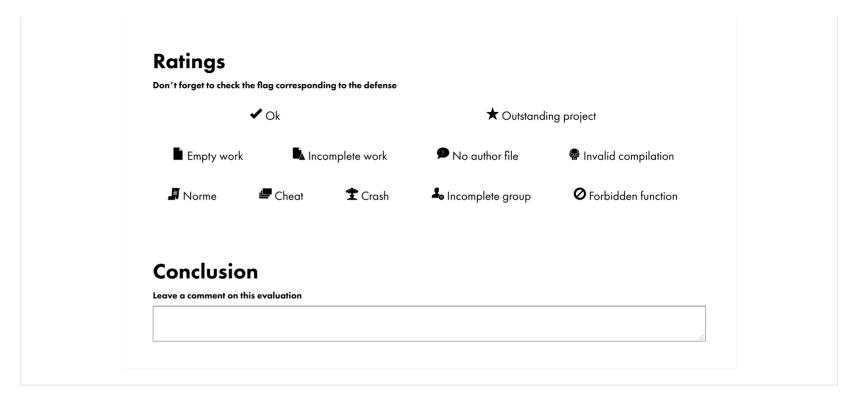
Advanced client 2	
Is it possible to click on a player to see his caracteristics in a floatting window, tool tip or something else?	
	imesNo
Advanced client 3	
ls it possible to scroll through the map?	
	imesNo
Epic client	
Is it possible to lock on a player and follow him in his Mover even if he moves on the map?	ments
✓ Yes	imesNo
Even more epic client	
Is there a sound management (for the broadcast)?	
∀es	imesNo
The Al client	
Functional AI	
Test with a t between 50 and 100.	
Grade depending on the level attained by the AI:	
- level 1/2/3 : 1	
- level 4/5 : 2	

that it will never reach that level, or because of luck and luck isn't evaluated here. Rate it from 0 (failed) through 5 (excellent) The group The corrector\'s feeling At this point of the correction, what is your feeling about the personnal involvment of each member of the group? The idea here isn't to ask the group but to grade based on your personnal judgment.. 0 -> Only one member of the group seems to have invested time in the project whatever the reason might be. 1 -> The project seems to be the result of two members of the group the other ones were just spectating. 2 -> Although the group is argumenting about it you have the feeling they are bluffing about their involvment. 3 -> One member didn't participate the project. 4 -> One member participated less than the others, but he has a little idea about the what was done outside of his participation. 5 -> Every member of the group invested time and the final submission is equally the work of every member. If one or more members of the groupe dropped out, you can give up to 4 and report the person that didn't invest time at all and is probably not even present for p2p. Rate it from 0 (failed) through 5 (excellent)

Bonuses

but if after 10 min the AI is still lower than level 8, it means

×No
∕ No
) through 5 (excellent)
) through 5 (excellent)



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