

## SCALE FOR PROJECT 42RUN (/PROJECTS/42RUN)

### 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 if the peer-evaluation is conducted seriously.


### Guidelines

- Only grade the work that is in the student or group's GiT repository.
- Double-check that the GiT repository belongs to the student or the group. Ensure that the work is for the relevant project and also check that "git clone" is used in an empty folder.
- Check carefully that no malicious aliases was used to fool you and make you evaluate something other than the content of the official repository.
- To avoid any surprises, carefully check that both the correcting and the corrected students have reviewed the possible scripts used to facilitate the grading.
- If the correcting student has not completed that particular

project yet, it is mandatory for this student to read the entire subject prior to starting the defence.

- Use the flags available on this scale to signal an empty repository, non-functioning program, a norm error, cheating etc. In these cases, the grading is over and the final grade is 0 (or -42 in case of cheating). However, with the exception of cheating, you are encouraged to continue to discuss your work (even if you have not finished it) in order to identify any issues that may have caused this failure and avoid repeating the same mistake in the future.

## Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/4786/42run.en.pdf>)

 Ressources (/uploads/document/document/777/resources.tgz)

 Play with me ! (/uploads/document/document/778/42run)

## Preliminaries

*Nothing out of the ordinary.*

### The basics

Check out that the basic requirements of the subject are respected.

- git clone at the beginning of the defence.
- There is something in the git repository.
- There is an automatic compilation mechanism (something like a Makefile or integrated in an IDE).
- The binary created is called 42run.
- Modern OpenGL was used: OpenGL functions used must be in V4.0. Functions that are present only in V2 or V3 aren't authorized (ex: glBegin, glEnd, glVertex[234][sifd]...)
- The core of the project must be in OpenGL (It's an OpenGL project after all...)
- Library use: 3D objects loading library (ex. assimp), picture library (png, jpg, tiff, tga, libMagic, etc.), window library (glut, glfw, glX, gtkgl, sdl, etc.)
- No library doing the project, which manages the engine or gameplay (like unity could do for ex.)

☒ Yes

☐ No

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## The game

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### Is it playable?

Test the game. You must be able to play and evolve in a TempleRun like environment with the same principles.

☒ Yes

☐ No

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### Perspective

The game has a perspective look on screen with a depth effect.

☒ Yes

☐ No

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### The background

Is there a limited set of 3D objects put randomly end to end creating an endless scrolling background?

☒ Yes

☐ No

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### The school

Does the background use architectural parts of the school? Is it clearly recognizable?

☒ Yes

☐ No

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### Character

There is a character, from the back (or something different if justified). It's possible to move him using the keyboard (or something else as long as it's playable). Minimum required is laterally and jump.

☒ Yes

☐ No

### Obstacles

There is obstacles on the way making the player lose if he doesn't move the character. When hit, game stops.

☒ Yes

☐ No

### Scoring

A counter is visible to represent game progress. It can be distance moved, number of obstacles jumped, etc. It must allow comparison between 2 games or 2 players and serve as base for highscore...

☒ Yes

☐ No

## Bonus

### Awesome background

There is a really precise/detailed/developed/etc. background. In short it's awesome! It probably means that the 3D objects are complex. In comparison, the demo game available on the intranet is really poor quality: it's basic simple cubes with textures, object have no perspective. It's possible to make a lot better.

☒ Yes

☐ No

### Gameplay

Numerous gameplay elements can be added, starting with the original game content:

- Coins (or kittens) to grab additionally to obstacles to avoid.
- Power-ups to grab which give specific abilities.
- Missions to accomplish.
- Kwame following you.
- Sliding under high up obstacles.
- To be able to stumble.
- Different characters with different abilities.
- And possibly a lot more stuff...

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

💀 Invalid compilation

📄 Norme

📄 Cheat

💥 Crash

🚫 Forbidden function

## Conclusion

Leave a comment on this evaluation

Preview!!!