SCALE FOR PROJECT XV (/PROJECTS/XV)

Introduction

We ask you for the good progress of this evaluation to
respect the following rules:

- Be courteous, polite, respectful and constructive in all
situations during this exchange. The bond of trust between the
community 42 and you depends on it.

- Highlight to the person (or group) noted the
possible malfunctions of work done, and take the time
to discuss and discuss.

- Accept that there may sometimes be differences
of interpretation on the subject's requests or the scope of the
features. Stay open-minded about
the other's vision (is he or she right or wrong?), And write down the most
honestly possible. The pedagogy of 42 only makes sense if
the peer-evaluation is done seriously.

Guidelines

- You should only evaluate what is on the student / group's rendering GiT repository
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- Make sure that the GiT repository is the one
corresponding to the student or group and the project.

- Meticulously verify that no malicious alias has been used
to mislead you and have you evaluate anything other than
the content of the official repository.

- Any meaningful script facilitating the evaluation provided by one of the two
parties must be rigorously checked by the other party to

avoid unpleasant surprises.

- If the correcting student has not yet done this
project, it is mandatory for this student to read the
subject in full before starting this defense.

- Use the flags available on this scale to signal an
empty rendering, non-functional, a standard fault, a cheat case,
etc. In this case, the evaluation is completed and the final grade is
0 (or -42 in the special case of cheating). However, except
cheating, you are encouraged to continue to exchange around the
work done (or not done precisely) to identify the
problems that led to this situation and avoid them for the
next rendering.

Attachments

☐ XV (https://cdn.intra.42.fr/pdf/pdf/6798/XV.en.pdf)

☐ XV_resources (/uploads/document/document/1212/XV_resources__1_.zip)

preliminaries

Preliminary instructions

First check the following:

- The group is complete for the defense.

- No cheating, each student must participate actively in the
defense and must be able to explain his code.

- You must recover the unity package containing the entire project,
and install it in a blank environment.

If an item in this list is not respected, the notation stops there.
Use the appropriate flag. You are encouraged to continue discussing
the project, but the scale is not applied.

⌾ Yes   ✕ No.

Compliance with the specifications - the environment

In this section we will check that you have complied with the specifications that were provided in the subject, especially concerning the environment.

The construction of the environment

When launching the application, is it really in the presence of a
3D environment ?

✓ Yes   ✗ No.

The modification of the environment

Check that you can act on the present environment by:
- Modifying the name
- Modifying the position
- Modifying the rotation
- Destroying objects
- Modifying the color of the objects

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

Save

- Can we save, leave the application, and end up in the same place?
- Can we load backups?

✓ Yes   ✗ No.

Ergonomics

- The game is ergonomic?
- Do we have buttons and useful menus?

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

Respect of the specifications - the animation

In this section we will check that you have complied with the specifications that were provided in the subject, especially concerning the animation.

Animation of the environment

- Is there interaction between the objects?
- Are the objects in motion? (animation, translation, rotation)
- Can we create sequences of action?
- Is there any text to explain the action in progress

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

User action on the environment

- Can we set actions and animations (speed change)?
- Can we modify a sequence?
- Can we change the text of the actions?

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

Respect of specifications - visualization

In this section we will check that you have complied with the specifications that were provided in the subject, especially concerning the animation.

View mode

- Are there several modes of view (overview, view 1st person)?
- Can we move freely in all modes of view?

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

Replay system

- Is the replay system present?

☑ Yes   ✕ No.

bonus

Realism

- Do you find the realistic app? (movement of objects, objects themselves ...)

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

Other

- Add here any other bonus that you think is useful and well done.
Do not be fooled!

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

ratings

Do not forget to check the flag

✔ Okay   ★ Outstanding project

📄 Empty work   📄 Incomplete work   💬 No author file   💀 Invalid compilation

📜 Standard   🗐 cheat   ☢ Crash   👥 Incomplete group   🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Preview !!!

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