SCALE FOR PROJECT FDF (/PROJECTS/FDF)

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. Stay open minded to the vision
of the other (is he/she right or wrong) and grade him as
honestly as possible. The pedagogy is valid only and
only if peer-evaluation is conducted seriously.

Guidelines

- You must grade only what is in the student's or the
group's GiT repository.

- Please double-check that the GiT repository belongs to the student
or the group. Ensure that it is for the relevant project and
finally 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 else than the content of the
official repository.

- To avoid any bad 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 yet completed that particular project, 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 that case, 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 the work done (or unfinished) in order to identify any issues that lead to that situation and avoid them for the next submit project.
prochain rendu.

Attachments

- Subject (https://cdn.intra.42.fr/pdf/pdf/1802/fdf.en.pdf)
- test_maps.zip (/uploads/document/document/6/test_maps.zip)
- X11 Minilibx sources (/uploads/document/document/7/sources.tgz)
- fdf demo (/uploads/document/document/22/fdf.tgz)
- MinilibX MacOS Sierra - Sources (/uploads/document/document/356/minilibx_macos_sierra_20161017.tgz)

Preliminaries

Preliminary tests

Check the following points:
- The access conditions to the defence are respected (an empty repository, non functioning, a Norm error, cheating etc.)
See above.
- The author file is present and valid.
- No forbidden functions used. (Unless justified for a bonus)
- A functioning Makefile that contains the usual rules is present and only relinks when necessary.
- Presence after compilation of the binary fdf
- No memory leaks.

☑ Yes ☒ No

Features

Error management

Test fdf without parameters, with too many parameters, a non-existing file or on which you have no rights. If the management is correct, then it's all good.

☑ Yes ☒ No

Graphic

- A window opens
- Something is drawn in the window
- There are 2 types of projection
- Press ESC and cleanly get out of the program.

☑ Yes ☒ No

Trace

- Use a flat map with nothing but 0, sized 4x4. We have a flat wireframe grid with a projection that is used to give a 3D concept
- Same map, with 1 point at a different altitude. Check that the result corresponds and that the 3D feel is present.

☑ Yes ☒ No

Heavy stuff

- Check if the program handles a bigger map, and an aleatory map 16x16.

☑ Yes ☒ No

Heavier stuff

Test with bigger maps, heavier, either from those given with the subject, or from your own. Be logical and stay compatible between what could contain your map (colors for example) and what the program you are correcting can do.

☑ Yes ☒ No

Graphic responsive

If during the last test, with heavy maps, graphics stay fluid and pleasant then it's cool.

☑ Yes ☒ No

Bonus

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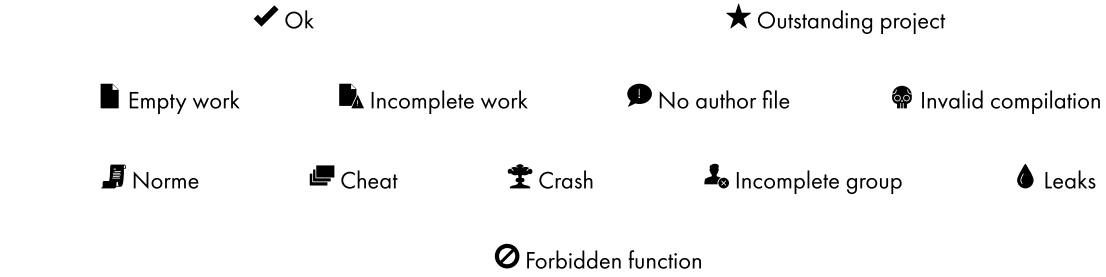
Depending on the bonuses available, give out more or less points:
- The size of the window is determined according to the size of the map.
- The size of the grid scale changes to match the size of the window
- Both are possible simultaneously
- Colors, eventually according to altitude
- Hidden faces
- Zoom front/back (with the mouse wheel for example)
- 90 degrees rotation
- Fluid rotation from any random angle
- Random position of the eye.
- Multiple projection possible
- Many additional stuff

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

Ratings

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



Conclusion

Leave a comment on this evaluation

Preview!!!