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revor

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 \slash group's rendering GiT repository
- 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.





The construction of the environment	
When launching the application, is it really in the presence of a 3D environment?	
	× _{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) three	ough 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?	

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)

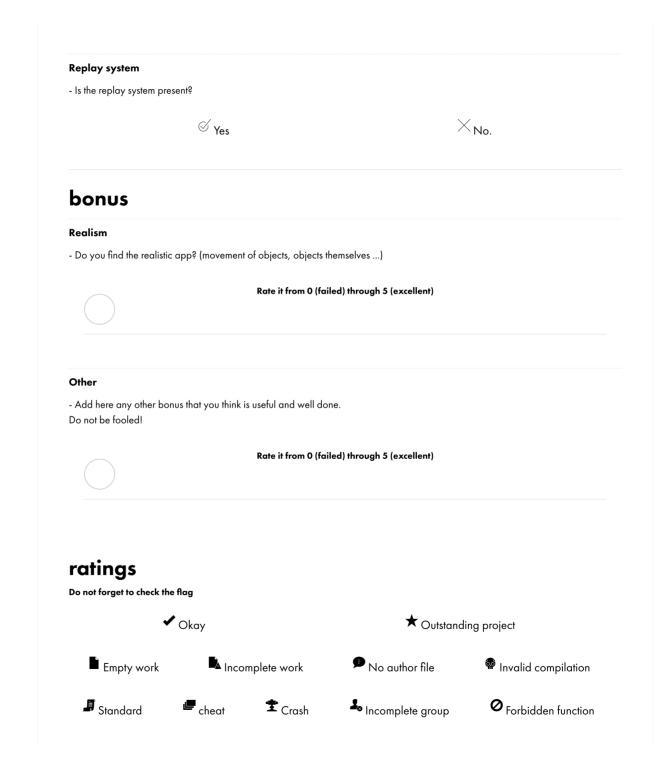
Respect of specifications - visualization

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)



Conclusion	
Leave a comment on this evaluation	
Preview !!!	

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