

SCALE FOR PROJECT IN THE SHADOWS (/PROJECTS/IN-THE-SHADOWS)

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 .
- 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

 oh-oh_ho-ho_in_the_shadow (https://cdn.intra.42.fr/pdf/pdf/6797/oh-oh_ho-ho_in_the_shadow.en.pdf)

 in-the-shadows_resources (/uploads/document/document/1211/in-the-shadows_resources.zip)

preliminaries

Preliminary instructions

First check the following:

- 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.

The game environment

In this section we will check that you have realized the game environment (menu, game modes, backups, etc ...)

The trends

There is clearly the possibility of playing in two modes, the normal mode and the tester mode. Both buttons lead to the expected game mode.

- The normal mode must allow to unlock the following puzzles only if we validated the previous one.
- The tester mode must have all puzzles unlocked.

☒ Yes

☐ No.

The backup

When one succeeds a puzzle in normal mode, one must be able to leave the game, to restart it and to have its progress saved.

☒ Yes

☐ No.

The index

The puzzles have a clue in relation to the shadow to achieve.

☒ Yes

☐ No.

The success

When a level is successful, a menu appears to congratulate the player and allow him to return to the previous menu (to change the puzzle) or to quit.

☒ Yes

☐ No.

Animation of success

When we succeed a level, and that we return to the previous menu, there must be an animation to show that a new puzzle is unlocked.

✓ Yes

✗ No.

gameplay

Here, you will judge the playability and the respect of the expectations in relation to the levels.

Mouse

- Is the game played entirely with the mouse?
- When you bind a key on the keyboard with the click of the mouse, the object behaves differently?

✓ Yes

✗ No.

Respect for the purpose of the game (yes, yes)

Does the game really match the Shadowmatic game? Namely, we have an object in the foreground that produces a shadow in the background. When this shadow resembles the shape expected due to the movement of the object, the player wins.

✓ Yes

✗ No.

Fluidity

Is the game fluid?

✓ Yes

✗ No.

gameplay

Here you will judge the playability of the game. Here are some clues.

- If you think you have realized the form perfectly (there is no third hand to a teapot, because a teapot has no hand, your elephant is not a camel, nor has the tail broken) and you did not win, do not put points.
- You made a quirky shape (teapot with hands) and you won, do not put points.
- You have been validated a slightly twisted shape but not completely incoherent, put a few points.
- You feel that the detection of the form is irreproachable, put all the points.



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

Different levels of play

There are three different levels (applied to different puzzles) of the game as described in the topic

- Single object that can only be rotated horizontally.
- A single object that can be rotated horizontally and vertically.
- Several objects that can be rotated horizontally and vertically and can be moved in space.

✓ Yes

✗ No.

bonus

The beauty

Do you find the game pretty? Beautiful menu, pretty textures, pretty path ...



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

Creativity

There are more than four puzzles or we have not used the provided assets (which are the teapot, the elephant, the 42 and the world map).

✓ Yes

✗ No.

The atmosphere

There is a gaming atmosphere, with music, extra options in the menu, etc ...

✓ Yes

✗ No.

The fayotage

One of the additional shadows is Ly's favorite animal, which is ... * Drum roll * THE CROCODILE.

Because we are nice, we will also accept a dragon, a cat or a dog (but only if it's a big dog).

✓ Yes

✗ No.

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 !!!