

SCALE FOR PROJECT PISCINE OCAML (/PROJECTS/PISCINE-OCAML) / RUSH01 (/PROJECTS/PISCINE-OCAML-RUSH01)

Introduction


For the good of this evaluation, we ask you to:

- Stay mannerly, polite, respectful and constructive during this evaluation. The trust between you and the 42 community depends on it.
- Bring out to the graded student (or team) any mistake she or he might did.
- Accept that there might be differences of interpretation of the subject or the rules between you and the graded student (or team). Stay open minded and grade as honestly as possible.

Guidelines

- You must grade only what is present and the graded student's (or team) repository.
- You must stop grading at the first failed exercise, but you are encouraged to continue testing and discussing the following exercises.

Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/5498/rush01.en.pdf>)

Preview!!!

Preliminaries

This section is dedicated to setup the evaluation and to test the prerequisites. It doesn't rewards points, but if something is wrong at this step or at any point of the evaluation, the grade is 0, and an appropriate flag might be checked if needed.

Respect of the rules

- The graded student (or team) work is present on her or his repository.
- The graded student (or team) is able to explain her or his work at any time of the evaluation.
- The general rules and the possible day-specific rules are respected at any time of the evaluation.

☒ Yes

☐ No

OCaml piscine rush01

- For each exercise, you must compile the exercise using ocamlpt and run the generated executable. If the compilation fails or warns, or an exception is thrown at runtime, the exercise is failed. - Remember to check function names, types, behaviours and outputs.

Question 1

- A pet visible and drawn on the screen.

☒ Yes

☐ No

Question 2

- The four basic actions appear in the game and are fonctionnal? (EAT, THUNDER, BATH, KILL).

☒ Yes

☐ No

Question 3

- Can the pet die? (try to use the same action 5 or 6 time should be sufficient to kill the beast).

☒ Yes

☐ No

Question 4

- All the status are initialized to 100 at the beginning of the game.
- The pet loses 1 point of Health each second.

☒ Yes

☐ No

Question 5

- When the game quit properly, the stats of the pet are saved to a file named save.itama in the executable directory.

☒ Yes

☐ No

Boni

Ask the team about the bonus ONLY and ONLY IF the mandatory part is perfect.

- Is there additionnal actions such as SLEEP, SING, DANCE implemented in the code but don't affect the 4 mandatory actions?
- The game is animated and graphics are super Gangsta?
- The game has sound when actions are performed or as a background gimick?
- Anything that you consider as a REAL bonus ("the team members are nice" is not a bonus, it's Mandatory!)

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



Ratings

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

☒ Ok

☐ Empty work

☐ Incomplete work

☐ No author file

☐ Invalid compilation

 Norme

 Cheat

 Crash

 Forbidden function

Conclusion

Leave a comment on this evaluation

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