

SCALE FOR PROJECT FILLER (/PROJECTS/FILLER)

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. Always keep an open mind and grade him/her as honestly as possible. The pedagogy is valid only and only if peer-evaluation is conducted seriously.

fr: "\r\nNous vous demandons pour le bon déroulement de cette évaluation de\r\nrespecter les règles suivantes :\r\n\r\n- Restez courtois, polis, respectueux et constructifs en toutes\r\nsituations lors de cet échange. Le lien de confiance entre la\r\n\r\n\r\ncommunauté 42 et vous en dépend.\r\n\r\n\r\n- Mettez en évidence auprès de la personne (ou du groupe) notée les\r\n\r\n\r\ndysfonctionnements éventuels du travail rendu, et prenez le temps\r\n\r\n\r\nd'en discuter et d'en débattre.\r\n\r\n\r\n- Acceptez qu'il puisse y avoir parfois des différences\r\n\r\n\r\nd'interprétation sur les demandes du sujet ou l'étendue des\r\n\r\n\r\nfonctionnalités. Restez ouvert d'esprit face à la vision de\r\n\r\n\r\nl'autre (a-t-il ou elle raison ou tort ?), et notez le plus\r\n\r\n\r\nhonnêtement possible. La pédagogie de 42 n'a de sens que si\r\n\r\n\r\nla peer-évaluation est faite sérieusement.\r\n\r\n"

Guidelines

- Only grade the work that is in the student or group's GiT repository.

- Double-check that the GiT repository belongs to the student or the group. Ensure that the work is for the relevant project

and also 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 other than the content of the official repository.

- To avoid any 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 completed that particular project yet, 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 these cases, 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 your work (even if you have not finished it) in order to identify any issues that may have caused this failure and avoid repeating the same mistake in the future.

Attachments

 Subject (<https://cdn.intra.42.fr/pdf/pdf/4668/filler.en.pdf>)

Preliminaries

Reminder : Remember that for the duration of the defence, no segfault, nor other unexpected, premature, uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule is active throughout the whole defence.

Author file

Check that the author file is at the root of the repository and formatted as explained in the subject. If not defence is finished and final grade is 0.

 Yes

 No

Champely.filler on map00

We're evaluating here performances of the player submitted against the reference player "champely.filler".

- Download champely.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player champely.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Champely.filler on map01

We're evaluating here performances of the player submitted against the reference player "champely.filler".

- Download champely.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player champely.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Champely.filler on map02

We're evaluating here performances of the player submitted against the reference player "champely.filler".

- Download champely.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player

champely.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

✓ Yes

✗ No

Abanlin.filler on map00

We're evaluating here performances of the player submitted against the reference player "abanlin.filler".

- Download abanlin.filler and map00 from the intranet.
- Run the VM with these 2 champions using map00 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player abanlin.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

✓ Yes

✗ No

Abanlin.filler on map01

We're evaluating here performances of the player submitted against the reference player "abanlin.filler".

- Download abanlin.filler and map01 from the intranet.
- Run the VM with these 2 champions using map01 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player abanlin.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

✓ Yes

✗ No

Abanlin.filler on map02

We're evaluating here performances of the player submitted against the reference player "abanlin.filler".

- Download abanlin.filler and map02 from the intranet.
- Run the VM with these 2 champions using map02 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player abanlin.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Hcao.filler on map00

We're evaluating here performances of the player submitted against the reference player "hcao.filler".

- Download hcao.filler and map00 from the intranet.
- Run the VM with these 2 champions using map00 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player hcao.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Hcao.filler on map01

We're evaluating here performances of the player submitted against the reference player "hcao.filler".

- Download hcao.filler and map01 from the intranet.
- Run the VM with these 2 champions using map01 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player

hcao.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

 Yes

 No

Hcao.filler on map02

We're evaluating here performances of the player submitted against the reference player "hcao.filler".

- Download hcao.filler and map02 from the intranet.
- Run the VM with these 2 champions using map02 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player hcao.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

 Yes

 No

Grati.filler on map00

We're evaluating here performances of the player submitted against the reference player "grati.filler".

- Download grati.filler and map00 from the intranet.
- Run the VM with these 2 champions using map00 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player grati.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

 Yes

 No

Grati.filler on map01

We're evaluating here performances of the player submitted against the reference player "grati.filler".

- Download grati.filler and map01 from the intranet.
- Run the VM with these 2 champions using map01 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player grati.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Grati.filler on map02

We're evaluating here performances of the player submitted against the reference player "grati.filler".

- Download grati.filler and map02 from the intranet.
- Run the VM with these 2 champions using map02 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player grati.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Carli.filler on map00

We're evaluating here performances of the player submitted against the reference player "carli.filler".

- Download carli.filler and map00 from the intranet.
- Run the VM with these 2 champions using map00 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player

carli.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

 Yes

 No

Carli.filler on map01

We're evaluating here performances of the player submitted against the reference player "carli.filler".

- Download carli.filler and map01 from the intranet.
- Run the VM with these 2 champions using map01 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player carli.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

 Yes

 No

Carli.filler on map02

We're evaluating here performances of the player submitted against the reference player "carli.filler".

- Download carli.filler and map02 from the intranet.
- Run the VM with these 2 champions using map02 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player carli.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

 Yes

 No

Superjeannot.filler on map00

We're evaluating here performances of the player submitted against the reference player "superjeannot.filler".

- Download superjeannot.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player superjeannot.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

☒ Yes

☐ No

Superjeannot.filler on map01

We're evaluating here performances of the player submitted against the reference player "superjeannot.filler".

- Download superjeannot.filler and map01 from the intranet.

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☒ Yes

☐ No

Superjeannot.filler on map02

We're evaluating here performances of the player submitted against the reference player "superjeannot.filler".

- Download superjeannot.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5) times keeping score each round.

If the submitted player lost 3 times or more against player

superjeannot.filler, this section is considered failed and defence stops. You can still continue tests for the sake of sports, but no more points will be attributed.

✓ Yes

✗ No

Bonus

Reminder : Remember that for the duration of the defence, no segfault, nor other unexpected, premature, uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule is active throughout the whole defence. We will look at your bonuses if and only if your mandatory part is EXCELLENT. This means that you must complete the mandatory part, beginning to end, and your error management must be flawless, even in cases of twisted or bad usage. So if the mandatory part didn't score all the point during this defence bonuses will be totally IGNORED.

Graphic visualizer

The VM displays player's moves on the terminal, but it's possible that your player's program also displays informations received from the VM in a nice graphic interface with awesome visual effects.

We could also imagine another way to do it, an additionnal program neither the VM nor the player's program that would read what the VM displays on the standard output and display those information on a nice graphic interface with as much awesomeness..

Whichever solution choose, if there is a graphic interface and if it's useful and accomplished, this section is validated.

✓ Yes

✗ No

Additional bonuses

For any additionnal bonus that you judge well implemented, you can add points here.

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



Ratings

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

✓ Ok

★ Outstanding project

📄 Empty work

📄 Incomplete work

💬 No author file

💻 Invalid compilation

📄 Norme

📄 Cheat

💻 Crash

💧 Leaks

🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Preview!!!

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