UFCFL4-30-2 Game Engine Architecture

Final Submission Feedback

**TEAM NAME: Jet Set Train Wreck**

20% Implementation & Discussion of Pipeline & Game Data Files:

Discussion of the pipeline is quite slight but points to main aspects of the file structure used, although a description such that a program could have been produced this is far away. For example, whilst an inbuilt level editor seems to be at least in a small part in place you have given no instructions upon how to use it.

12/20

*50% Implementation of Game Engine*

Much of the basic elements of the Jet Set Willy Game is there, although the control scheme is VERY floaty and glitchy, but you have at least some aspects of the required FSM, and additional “polish” features like sound effects.

28/50

*5% Use of repository*

Whilst much is appropriately done with commits being suitably atomic and described. There are any commits that are just tidying up for failed previous commits even until the end of the project, and a number of commits have cryptic titles/ comments: “4”?

3/5

**Final Submission MARK: 43/75**

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 75 |
| Tim Penfold | 15010658 | 20 | 43 |
| Ben Meredith | 15017732 | 20 | 43 |
| Matthew Cheung | 15010695 | 20 | 43 |
| Matthew Holmes | 15023135 | 20 | 43 |
|  |  |  |  |

*BOOST TASKS:*

Not attetmpted.

0/15

**Complete Marks: /10**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Student Name | Student ID | Marks from Prior submissions/25 | Total Mark/100 | BOOSTED FINAL MARK/100 |
| Tim Penfold | 15010658 | 15 | 58 |  |
| Ben Meredith | 15017732 | 15 | 58 |  |
| Matthew Cheung | 15010695 | 15 | 58 |  |
| Matthew Holmes | 15023135 | 15 | 58 |  |
|  |  |  |  |  |

Each group will have a number of points to distribute amongst team members, according to their perceived overall contribution to the project. The overall mark for the project will be scaled according to this distribution of points, to make up each student’s individual mark for the module. The number of points allocated for a group will be 20 \* number of students in the group.

Individual student marks are determined based on the formula:

Ms = Ps / 20 \* Mg

Where Ms is the student’s mark, Ps is the points given to the student by the team, and Mg is the overall mark given to the group.

**For example:**Group A consists of 5 students, who will have 100 points to distribute amongst the team members.

Students 1, 2 and 3 are perceived to have contributed equally to the project, while student 4 has put in much more work, and student 5 much less. The team distribute their marks as follows:

1. 20 points

2. 20 points

3. 20 points

4. 30 points

5. 10 points

When marked, the project receives an overall mark of 65%. This mark is scaled as follows, for each student:

1. 20 / 20 \* 65% = 65%

2. 20 / 20 \* 65% = 65%

3. 20 / 20 \* 65% = 65%

4. 30 / 20 \* 65% = 97%

5. 10 / 20 \* 65% = 32%

**Please note:** Group weightings are intended to allow teams to reflect the reality of their development practice throughout the project. However, the module leader reserves the right to adjust or otherwise moderate the metric and/or weightings submitted in the event of exceptional group circumstances occurring.