UFCFL4-30-2 Game Engine Architecture

Alpha Feedback

TEAM NAME: Jet Set Train Wreck

FEEDBACK: Basic movement (if a tad floaty) is in, as are test enemies, platforms and a ladder. So base level features, check.

Beyond that things are muddled, whilst on one level the ladder and platform classes sort of show OO thinking, they don’t really make sense when you have a tiled environment. Your few platforms are hardcoded in this odd two-layer system, and there is no attempt to pull in the level from a file. Classes for the platforms and the ladders etc. make more sense if you’re doing a modern vector style platform environment not a tiled one.

Please feel free to remove the demo and unneeded files from my codebase.

MARK: 8/15

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 15 |
| Matthew Cheung | 15010695 | 20 | 8 |
| Matthew Holmes | 15023135 | 20 | 8 |
| Tim Penfold | 15010658 | 20 | 8 |
| Ben Meredith | 15017732 | 20 | 8 |
| James Devlin-Pilbrow | 14022908 | NS | 8 |

**Group mark distribution**

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.