

TERRASSA						
Student 1 ID	Student 2 ID	Commits	Code	Controls	Total	Comment
		10%	60%	30%	100%	
54166000B	53873004N	100%	100%	100%	100%	<i>Awesome result delivered. Everything is working as expected and the application feels really solid. The code looks well structured too, congrats for the work.</i> Keep in mind that you allow loading of .jpg formats from an FBX, but not from drag&drop
45882215K	47752126D	100%	100%	100%	100%	<i>Great work, good job. Nothing else to add from the last review. Manipulating transform matrices directly from the editor without a pos / rot / scale, bold!</i> The FileSystem should not include load management, we will move that into a specific module. Innovation+ for the additional polish features
47929948H	39475014E	100%	75%	100%	85%	Overall result looks good. Some things are missing but all the core functionality is there, good job. Code: Normals are not applied to the model. Model's textures should be loaded automatically. No transform or hierarchy load. Commits: Try to keep a more polite structure in your build folder
39387878X	48062843L / 08710414S	100%	45%	65%	57%	<i>All the core functionality is there but you should be more careful with the assignment requirements, it is an easy way to lose grade.</i> Code: Baker house is not loaded on start. No normals, no hierarchy or transform, all model data into a single GameObject. No checkers texture, normal display. Remove header includes!! Use constructor initialization over assignment. Some parts of the code need better structure (mesh loading itself, for example) Controls: The camera does not resize correctly and it cannot pivot around objects.
47942867B	47748750Z	100%	70%	100%	82%	<i>Overall result looks good. There are a couple of things missing but the main core aspects are there.</i> Code: Normals are not used in the model. Textures should be automatically loaded. Transformations are not used. Initialize all variables on header/constructor. The code should be more polite, there are a lot of unnecessary dependancies (input handling file load, scene handling assimp import,...). There are parts with blocks of code that make it hard to read.
44725286S	46099407R	100%	75%	85%	81%	<i>Good work. Some parts are missing but the overall result is great</i> Code: Normals not applied to the objects. Assimp transforms are not applied. Clear include dependencies in header files. Try to avoid circular dependencies when possible (materials loading themselves is strange). Controls: Missing a couple of camera controls. Commits: No comments. Nice tagging when adding the file system :)

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		10%	60%	30%	100%	
45394645M	78099243Y	85%	50%	70%	60%	<p><i>Models are loading correctly and core functionalities are working good.</i></p> <p>Code: Models should load its own texture instead of sharing a global texture for all. Transformations & hierarchy not included. Clear include dependencies in header files and unused includes (material component for example). Meshes should not be responsible of loading textures. Prefer constructor initialization over assignment. Remove old physics code!</p> <p>Controls: Missing a couple of camera controls. Windows settings are causing major issues, be careful. Should display mesh info like vertex.</p> <p>Commits: Remove unused dll files (audio and image)</p>
47406797W	53871927Q	85%	70%	85%	76%	<p>Overall work looks great. Core functionalities are there but a couple of things are missing. The editor windows setup looks cool.</p> <p>Code: There should be 2 models of your choice. Textures should be loaded from FBX info. No transforms. Clean some of the includes in header files.</p> <p>Controls: The camera does not resize correctly.</p> <p>Commits: Remove unused dll files (audio and image)</p>
47689337X	47963348E	100%	55%	85%	69%	<p><i>The final result is good but there are some major issues related to code structure.</i></p> <p>Code: Checkers texture not working. Missing some settings in the render. Should be able to disable meshes/GameObjects. Normals are not applied to the mesh. Transformations are not loaded, but GO hierarchy works correctly. Clean include dependencies in header files. Data containers can be improved. The loading process should go through a file system. Remove physics code!</p> <p>Controls: The camera resizes correctly with the screen, try to adapt the UI as well.</p> <p>Commits: Include licence in the build.</p>
53296501G	47738502R	85%	60%	80%	69%	<p><i>Good job, the models are working great. There are a couple of details to polish, but the overall result is nice.</i></p> <p>Code: Transformations from assimp are not applied. Clean header includes! Loading files should go through the file system. Some parts of the code need to be more clean (render draw, module game object,...)</p> <p>Controls: Camera does not adapt correctly to screen resize. Drag&Drop is not fully responsive.</p> <p>Commits: Remove unused dll files (audio and image)</p>
45934834Q	46383536B	100%	75%	85%	81%	<p>Nice work. The engine is really complete and all the core aspects are working fine.</p> <p>Code: There is an issue with rotations which deform the objects meshes. Clean header includes + namespaces! Module input should not handle loading logic, but the rest of the load structure is good. There is a lot of unnecessary ImGui loading logic in moduleUI.cpp</p> <p>Controls: Should be able to disable components / GameObjects.</p>

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46377130E	45645605N	100%	75%	85%	81%	<i>Good job, there are some issues left to polish but the engine is working as expected.</i> Code: Some transformation hierarchy from meshes is not loaded properly. Clean header includes! Texture load should go through the file system. Controls: Small issues when selecting objects. Should display the name in inspector. The console should display useful information of the importing process Commits: Remove unused dll files (audio and image)
48234031H	47327658Y	85%	45%	100%	66%	<i>The core functionalities are working fine. Some requirements are missing.</i> Code: Textures should be loaded from FBX data. Cannot drag and drop textures multiple times. Transformations and hierarchy are missing. Clean header includes! Initialize pointers to nullptr. Load process should go through file system. Commits: Remove unused dll files (audio and image)
47858642N	23859518P	85%	65%	75%	70%	<i>Great work. Some parts of the requirements are missing but the overall result is good!</i> Code: Cannot drag&drop textures. Transform hierarchy not implemented. Clean include files in header! File system should not handle the loading process. Controls: Mesh and material components are not displayed in the inspector! Commits: Try to be more specific in commit descriptions. You think I wouldn't find your love declaration in a commit? ;)
47749591G	48269174V	100%	65%	100%	40%	<i>Build malformed. Source code in the final build, grade reduced 50%.</i> Code: Textures should be imported with FBX data. Good use of console LOGs. Hierarchy loads correctly but transformations are not applied. Clean header includes! Remove all p2 containers. Good structure on importing files.
45986046F	43569155W				NP	
39929902Q	---	85%	80%	100%	87%	<i>Great job, the general requirements of the assignment are working fine.</i> Code: Transformation hierarchy gets broken with street model. Clean header includes! The mesh should not hold texture data. File system and importers are different concepts, do not mix them up. Controls: Wireframe mode causes some glitches in the UI. Turn it off when drawing UI. Commits: Remove unused dll files (audio)
45858358S	---	100%	100%	100%	100%	<i>Awesome job, everything working as expected and more. Good code structure as well.</i> Code: File system should not be handling import logic Innovation+: Some polish features in the editor. The skybox cannot be considered as such, though.

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		10%	60%	30%	100%	
38881608Q	---	85%	75%	90%	81%	<p><i>Great job, everything is working as expected. All the systems are working correctly. The main focus of improvement is code structure.</i></p> <p>Code: Clean header includes! Remove physics code! File manager should not handle import logic, we will move that to resource manager. Prefer using namespaces rather than global functions (ObjectLoader, OpenGL Func). Do not obfuscate code just to save some lines of code, clarity is better than size. (LoadScene loop)</p> <p>Controls: Should be able to deactivate GameObjects / Components. The selection in the hierarchy is a bit buggy.</p> <p>Commits: Remove unused dll files (audio + image)</p>
45936318M	---	100%	65%	85%	75%	<p><i>Great job, a couple of things are missing but everything is working nicely</i></p> <p>Code: Transforms are working fine but the hierarchy is not loaded from assimp. Normals are not applied to meshes. Clean header includes! Loading the files content into a buffer should be done through a file system, but the importing process is handled somewhere else. Component base class should not store a ptr to each implementation. Remove old physics code!!</p> <p>Controls: Missing some camera control.</p>
39500749C	---				NP	
49297899K	---	100%	100%	100%	100%	<p><i>Awesome work, everything working as expected. The code is clean and well structured.</i></p> <p>Code: File system should not be handling import logic</p>
39432115H	---	85%	20%	30%	30%	<p><i>The assignment lacked a lot of work. There is a very basic functionality from the initial classes.</i></p> <p>Code: Most of the code implementation is missing.</p> <p>Controls: Camera controls are very poor and a lot of editor content is missing.</p> <p>Commits: Remove unnecessary dll files</p>
47106466M	---				NP	
39389252G	---				NP	