

Introduction

To ensure this evaluation goes smoothly, please respect the following set of rules :

- Please remain courteous, polite, respectful and constructive at all times during this exchange. The trust bond between the school's community and yourself depends on it.
- Should you notice any malfunctions within the submitted project, make sure you take the time to discuss those with the student (or group of students) being graded.
- Keep in mind that some subjects can be interpreted differently. If you come across a situation where the student you're grading has interpreted the subject differently than you, try and judge fairly whether their interpretation is acceptable or not, and grade them accordingly. Our peer-evaluation system can only work if you both take it seriously.

Guidelines

- You may only evaluate whatever is in the GiT submission directory of the student you are grading.
- Make sure to check whether the GiT submission directory belongs to the student (or group) you're grading, and that it's the right project.
- Make sure no mischievous aliases have been used to trick you into correcting something that is not actually in the official submitted directory.
- Any script created to make this evaluation session easier - whether it was produced by you or the student being graded - must be checked rigorously in order to avoid bad surprises.
- If the student who is grading this project hasn't done the project him/herself yet, he/she must read the whole topic before starting the evaluation session.
- Use the flags available to you on this scale in order to report a submission directory that is empty, non-functional, that contains a norm errors or a case of cheating, etc...
In this case, the evaluation session ends and the final grade is 0 (or -42, in case of cheating). However, unless the student has cheated, we advise you to go through the project together in order for the two (or more) of you to identify the problems that may have led for this project to fail, and avoid repeating those mistakes for future projects.

Attachments

Subject

Sections

Preliminaries

Setup

Please verify that :

- There are no libraries on the Git repository. There must be a script that fetches them when the work is compiled.
- The last available version of OpenGL is used. This is an OpenGL project.
- There MUST NOT be any graphical and sound assets on the Git repository. The students are allowed to fetch them separately.

Are all the above points correct ?

If not, the defense ends here.

Yes

No

Generalities

Let's have a first look at the game.

First launch

Does the game start correctly ? Do you get a menu or something similar ? Can you access the options, the savestate ?

Yes

No

Gameplay

Play the game. Does it feel smooth ? The pace and the difficulty from the original game are respected ?

Yes

No

Game characteristics

This is a regular game, and it should behave as such.

When the player beats the game, it should state it clearly, and go back to the menu. Similarly, when the player loses, the game should state a game over or restart.

Also, there should be at least 3 different levels to make the game non-trivial.

Yes

No

Music and sounds

You know it : a silent game is a crappy one ! Your game should have music (one per level, and one for the menu) and sounds triggered by relevant events.

Yes

No

Technical aspects

Are the graphical assets in 3D ? Is the gameplay in 2D ?

Yes

No

Customization

In the menu, can you access a 'settings' option ? Are all the required options (screen resolution, windowed/fullscreen mode, key bindings, music/sound volume) present?

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



Savestate

Can you save/load a game? Is it correctly integrated, even if you exit/relaunch the game?

Yes

No

Game polishing

Most important part. Would you give the game a go if it was on Steam?

General impressions

Does the game feel 'finished' ? Are the assets looking good ? Does it look like some early access crap ?

Yes

No

Bugs & features

Did you encounter any bugs while you were playing ? Graphical glitches, gameplay bugs ? (For example, the camera should never show an area "outside" the game.)

If the game is free of bugs, tick Yes.

Yes

No

Game design

Does the game design seem correct ? Are the levels, the environment, interesting ?

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



AI

Are the enemies behaving correctly ? e.g. no erratic walking, they are effectively trying to beat you, they get away from the bombs, etc.

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



Team management

Since this project is a long-term, team-oriented project, we are interested in knowing whether the team managed to handle itself well, and how was the work shared.

Communication and work repartition

Talk a bit with the team about management, work repartition, communication.

Do you feel like everyone did their part? Were there meetings, or other ways to facilitate the communication? How well did they handle the difficulties of working as a team?

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



Bonus

Classes diagram

Can you access a complete classes diagram ?

Yes

No

Documentation

Is a complete code documentation provided ?

Yes

No

Mac OSX Installer

Does the game include a standalone Mac OSX installer?

Yes

No

Storytelling

Is there any kind of intro, outro, cutscenes? Is the game trying to tell you a story?

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



Game Design

Are there more than 3 levels ? How many ?



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

Random layout of the levels

Are the levels procedurally generated ? Only chose Yes if the levels are randomly generated at each game.

Yes

No

Other

Is there anything else that stands out?

The subject made it clear that this is a SOLO game. Multiplayer is not acceptable as a bonus.



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

Incomplete group