UFCF9M-30-2 Game Engine Programming

Beta Feedback

TEAM NAME: Working AI

FEEDBACK: Really top-notch work. The tool pile-line you have produced is bordering on professional quality and covers a level of issues way beyond a basic set-up: localisation etc.

Slight nit-picks would be that you are perhaps rather slavishly following the original game, and possible at least one track which is of your own design might be nice: A debug track would be particularly useful, for example. Also, there appears to be a few hard-coded assets in a few places: audio manager, MenuScene etc. Lastly, some of the processing of the levels would be better moved to build time and not be carried out in run-time. This should just mean moving some of that from the main game and into the builder software.

MARK: 90%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / % |
| Jack King | 16022048 | 18 | 81% |
| Toby Jones | 17040039 | 21 | 94.5% |
| Lewis Bond | 17018105 | 20 | 90% |
| Evan Diamond | 17011226 | 20 | 90% |
| Matt Filer | 17021871 | 21 | 94.5% |

**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.