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Mid-term review of C++ project

Name of the project group evaluated

Q-learning 6

C1.1: The implementation corresponds to the selected topic and scope. The extent of project is large enough to accommodate work for everyone (2 p)

1.5p the plan makes sense. There is tons of work for everyone - even too much. The project is already late for the timeline and not all necessary classes are implemented, that's why -0.5p

C1.2: The class structure, information hiding and modularization is appropriate, and it is explained and justified in documentation. The file structure corresponds to the class structure (2 p)

1.5p plan is ok. The q-learning and UI class are still missing though..

C1.3: Use of at least one external library (in addition to C++ standard library). Comment the appropriateness of libraries and their use. (2 p)

1p. Why both Qt and SFML? You said your graphics are crude. QPainter can draw primitives. 3 libraries for a small project is overkill imo.

Also how do you plan to draw on Qt viewport? That was not explained in document.

C2.1: Git is used appropriately (e.g., commits are logical and frequent enough, commit logs are descriptive) (2 p)

0.5p/2p. Everyone has made commits. Commit messages are mostly ok but there are some data commits. -0.5p for that

Merges with master are not logical - they do not seem like feature-by-feature design. -0.5p

Commits seem like they are not tested well enough: "Wurm creation should work!". If you commit something that does not work onto a public branch, everyone else's work is delayed. -0.5

C2.2: Make or Cmake (recommended) is used appropriately. The software should build easily using these tools without additional tricks. Nevertheless, instructions for building the project should be provided (1 p)

1p ok

C2.3: Work is distributed and organised well, everyone has a relevant role that matches his/her skills and contributes project (the distribution of roles needs to be described) (1 p)

1p ok

C2.4: Issue tracker is used appropriately to assign new features and bug fixes (1 p)

0p not used

C2.5: Testing and quality assurance is appropriately done and documented. There should be a systematic method to ensure functionality (unit tests, valgrind for memory safety, separate test software and/or something else.) (1 p)

0p no signs of testing yet?

C3.1: C++ containers are used appropriately (including appropriate use of iterators), and justified (e.g., why certain type of container over another) (2 p)

std::vector is ok. std::vector<pointer> is fishy.

C3.2: Smart pointers are used in memory management, describe how (1 p)

0p. Raw pointers used. I think the pointers are not released there correctly. Some libraries (such as Qt) require pointers by design. It is not justified if Box2d requires too.

C3.3: C++ exception handling is used appropriately, describe how (1 p)

0p no exception handling

C3.4: Rule of three / rule of five is followed, describe how (1 p)

0p rule of three is not followed. There is a destructor but not copy constructor or copy assignment operator.

C3.5: Dynamic binding and virtual classes/functions are used, describe how (1 p)

1p not used but not necessary in this case. Qt will use it anyway by default.

Other comments and feedback to the evaluated project group.

Your project seems interesting and your plan was excellent. You seem to be late of your preliminary schedule and you have a lot of work left to do. What are the steps required to make _something_ 100% complete? Maybe hold a meeting, poll how many hours everyone has left to use and skim the scope so that you can actually finish something. What is the "minimum viable product", kind of "hello world" that is the most simple executable that satisfies your scope? Program that in a sprint and you'll be ok.

Good luck for your journey :)

If you did this review together with (some of) your group members, list the names of the group members here. Everyone needs to turn in a review, either separately or as a group.

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Hi! Karthika Krishnamurthy (Log out)
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