UFCF9M-30-2 Game Engine Programming

Alpha Feedback

TEAM NAME: MetroBlade

FEEDBACK: Okay, a solid implementation of a number of background/infrastructure systems are in place and I’m more than happy to admit that is good to see that as they are often over-looked. A very nice touch is the control everyone debug system. However, it is a shame you were unable to demonstrate a working game on the actual day. Whilst yes the final goal of this module is to produce code closer to a standalone Game Engine this is within the context of actually producing a game, please don’t forget that! I’d suggest that you put base functionality in first to allow parallel working on the basic game-play as well as the game-engine stuff.

MARK: 55%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 15 |
| Ayesha Houghton Thompson | 15013353 | 20 | 55% |
| Elliot Martin | 1502353 | 20 | 55% |
| Jack Watson | 16008335 | 20 | 55% |
| Nathan Butt | 16013327 | 20 | 55% |
|  |  |  |  |

**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.