UFCF9M-30-2 Game Engine Programming

Beta Feedback

TEAM NAME: MetroBlade

FEEDBACK: Whilst a number of elements of the underlying systems and pipeline are very effectively coded, there is a distinct lack of actual gameplay and FSM of the final game. Commenting is sparse throughout as well.

You are in a fairly good position to move on to the final iterative stage of development, but you really must get it to start to feel more like an actual game VERY SOON!

Even after adjusting your team weightings, I would say there is a bit of an in balance that also really needs to be worked on.

MARK: 60%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 15 |
| Elliot Martin | 1502353 | 17 | 51% |
| Jack Watson | 16008335 | 17 | 51% |
| Nathan Butt | 16013327 | 26 | 78% |
|  |  |  |  |

**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.