UFCF9M-30-2 Game Engine Programming

Beta Feedback

TEAM NAME: Super Smash Potatoes

FEEDBACK: Once again a solid implementation of the bare essentials of Smash Brothers in place, and a solid set of systems essentially there to expand on for the full game. A few issues you might want to work on: You could pull a bit more of the rendering into your scene base class, and be a bit more generic is the use of the objects added to it. You have hardcoded names for some screen furniture which could just be added to an overall list for the scene base class not each class individually. The animation class is quite nice idea but there is a lot of repeated code which code be made more parameter setting than repeating of function calls. Finally, a very big lack in commenting throughout!

MARK: 65%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 15 |
| Benji Campbell | 16007799 | 21 | 68.25% |
| Huw Tingley | 16028409 | 20 | 65% |
| Samuel Hibbert | 16011283 | 18 | 58.5% |
| Adam Fort | 16009754 | 21 | 68.25% |
|  |  |  |  |

**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.