UFCF9M-30-2 Game Engine Programming

Alpha Feedback

TEAM NAME: Mouldy Ghost

FEEDBACK: The fact I had to tear you away from your playing of your game during your Demo, is probably a good sign. A possibly a sign that at its heart Smash Brother sis a bit of a button masher. Obviously not going to win any graphical awards anytime soon, but a solid implementation of the basic aspects of Smash Brothers, even with a number of essential pipeline like components in place as well. I think when you create your actual game you really need to remember to implement a better FSM, with your items continuing to spawn even when you were in the “Game Over” state.

MARK: 70%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 15 |
| Thomas Sylvester | 16015433 | 20 | 70% |
| Filip Skacanyi | 16015204 | 20 | 70% |
| Arthur Muddiman | 16028552 | 20 | 70% |
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|  |  |  |  |

**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.