UFCFL4-30-2 Game Engine Architecture

Final Submission Feedback

**TEAM NAME: Heart Broken Snakes**

20% Implementation & Discussion of Pipeline & Game Data Files:

The idea was for the file discussion to be one about the structure off the data files! A generally high-level of implementation for the pipeline, with a built in level editor producing a series of level files.

13/20

*50% Implementation of Game Engine*

Generally, a rather solid implementation of the various elements requested. Nice swinging rope! With some very professional features: dividing in to libraries etc. However, let down by some odd hard-coded and magic numbers / assets in places: the background images, the odd object factory with a hard-coded function for each object type.

Movement of the character is a little glitchy and you failed to use the sprite flip to get it to point the right way when walking to the left!

35/50

*5% Use of repository*

Generally, good (if a little unbalanced in places) use of the repository, with suitably atomic (and frequent) commits! Whilst good that you made use of Branches, I would argue for a project such as this they shouldn’t really have been required beyond merging as generally the intention is to produce a parallel version of the code. Some of your teams issue seem to have been caused by their use.

4/5

**Final Submission MARK: 52/75**

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 75 |
| Gualtiero Vercellotti | 15022910 | 26 | 68 |
| Kristopher Hill | 15007539 | 25 | 65 |
| Daniel Donaldson | 15018893 | 20 | 52 |
| Elliot Philips | 15012065 | 9 | 23 |
|  |  |  |  |

*BOOST TASKS:*

Basic elements of an arcade build are there, but no little in actual behaviour. Library in place to allow Phyre development but nothing actually implemented in that direction.

7/15

**Complete Marks: /10**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Student Name | Student ID | Marks from Prior submissions/25 | Total Mark/100 | BOOSTED FINAL MARK/100 |
| Gualtiero Vercellotti | 15022910 | 21 | 88 | 93 |
| Kristopher Hill | 15007539 | 21 | 86 | 91 |
| Daniel Donaldson | 15018893 | 21 | 73 | 77 |
| Elliot Philips | 15012065 | 14 | 38 | 40 |
|  |  |  |  |  |

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.