UFCFL4-30-2 Game Engine Architecture

Alpha Feedback

TEAM NAME: Heartbroken Snakes

FEEDBACK: A really good start to the project, a number of quite sophisticated base systems are pretty much in place, although some perhaps require some adjustment / tweaking: Player movement / collisions for example, also do you really want to load the sprites in again for EVERY single platform, an asset management system might also be nice.

Some broader issues: lacking of commenting in a lot of the code is likely to lead to issues later on, and there seems to be a SERIOUS case of “note invented here” syndrome that has really created a lot more work for yourself.

MARK: 11/15

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 15 |
| Kristopher Hill | 15007539 | 23 | 12.65 |
| Guzltieno Veucelloti | 15022910 | 22 | 12.1 |
| Daniel Donaldson | 15018893 | 22 | 12.1 |
| Elliot Philips | 15012065 | 13 | 7.15 |
| Cameron Morris | 14015525 | 0 | 0 |

**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.