UFCF9M-30-2 Game Engine Programming

Beta Feedback

**TEAM NAME:** VIOLET aka RED

**VIDEO LINK:** [https://youtu.be/RG2GWNcYDn8](https://eur01.safelinks.protection.outlook.com/?url=https%3A%2F%2Fyoutu.be%2FRG2GWNcYDn8&data=02%7C01%7CSimon.Scarle%40uwe.ac.uk%7Cacd57866c4f647e06eb108d7cc36f617%7C07ef1208413c4b5e9cdd64ef305754f0%7C0%7C1%7C637202408748870329&sdata=hR7El4r4ug8BnvGHfbYr07ZpxNAFH1Qw%2B7coMttHF%2Bo%3D&reserved=0)

**FEEDBACK:** The video shows pretty much a full implementation beta, a near complete FSM and majority of game-play features. Okay, glitchy as heck and still needs a lot of polish, but a really solid start to build on going forward.

Alongside this document I’ve added a set of comments in the code (all labelled SIMON: ) to make suggestions and areas to think about in the code, but some general comments: Don't be scared to remove my stuff you are not using. Remember it’s still here on the repo. View doesn’t seem to scale for the window size. Game totally silent. Think a bit more about using OO, you are starting to build a component system (GOOD!) but without a base Component class (ODD!). However, the starting weapons system does seem to sensibly do most of this. General lack of comments, at least a brief blurb saying what each class / method does, getters and setters excepted.

However, generally the code is rather well structured, and a number of more advanced techniques are already (or starting to be) in place.

**MARK:** 85%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Mark / 10 |
| Jay Hutter | 18006287 | 16 | 6.8 |
| Liam Neale | 18014341 |  |  |
| Liam King | 16018893 |  |  |
| Anna Summerton | 17026981 | 24 | 10 |

**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.