

Respondent: **Vertti Aito** Submitted on: Thursday, 7 December 2017, 8:04 PM

Mid-term review of C++ project

Name of the project group evaluated

micro-machines-5

C1.1: The implementation corresponds to the selected topic and scope. The extent of project is large enough to accommodate work for everyone (2 p)

The implementation corresponds to the selected topic: the group has two player solution with a game track generator. In overall, the game has solid foundations.

C1.2: The class structure, information hiding and modularization is appropriate, and it is explained and justified in documentation. The file structure corresponds to the class structure (2 p)

The class structure is functional and supports the game infrastructure. However, the game is still work in progress so there might still be some changes.

C1.3: Use of at least one external library (in addition to C++ standard library). Comment the appropriateness of libraries and their use. (2 p)

Box2D and SFML are used and they are well suitable for the game.

C2.1: Git is used appropriately (e.g., commits are logical and frequent enough, commit logs are descriptive) (2 p)

Git is used appropriately and descriptions provided are informational enough. The amount of commits describes well the progress of the group work.

C2.2: Make or Cmake (recommended) is used appropriately. The software should build easily using these tools without additional tricks. Nevertheless, instructions for building the project should be provided (1 p)

Cmake is used appropriately. Instructions are missing. However, it does not matter at this point of the project.

C2.3: Work is distributed and organised well, everyone has a relevant role that matches his/her skills and contributes project (the distribution of roles needs to be described) (1 p)

The work has been distributed between the group members. However, it is not clear (from the plan) that the tasks will match the skills of the individual. The progress of the work has been nevertheless fluent so it seems that everyone knows what they are doing.

C2.4: Issue tracker is used appropriately to assign new features and bug fixes (1 p)

No issues registered in the Issue tracker.

C2.5: Testing and quality assurance is appropriately done and documented. There should be a systematic method to ensure functionality (unit tests, valgrind for memory safety, separate test software and/or something else.) (1 p)

The group has provided some tests for car, editor, level, and physics objects.

C3.1: C++ containers are used appropriately (including appropriate use of iterators), and justified (e.g., why certain type of container over another) (2 p)

C++ containers are used appropriately. However, the use of containers has not been justified.

C3.2: Smart pointers are used in memory management, describe how (1 p)

For example, smart pointer has been used in PhysicsObject.hpp so that the sf::Shape is stored in shared_ptr.

C3.3: C++ exception handling is used appropriately, describe how (1 p)

No C++ exception handling found.

C3.4: Rule of three / rule of five is followed, describe how (1 p)

User-defined destructor, copy constructor, or user-defined copy assignment operator has not been used.

C3.5: Dynamic binding and virtual classes/functions are used, describe how (1 p)

Not used.

Other comments and feedback to the evaluated project group.

The project looks good at this point, we are looking forward to seeing the final outcome!

If you did this review together with (some of) your group members, list the names of the group members here. Everyone needs to turn in a review, either separately or as a group.

Helena, Vertti, Mikhail and Tuomas.

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