☐   ☐   **thorker**(https://projects.intra.42.fr/scale_teams/1784244/edit#)

(https://profile.intra.42.fr/)

(https://profile.intra.42.fr/searches)

SCALE FOR PROJECT DOOM NUKEM (HTTPS://PROJECTS.INTRA.42.FR/PROJECTS/DOOM-NUKEM)

You should evaluate 4 students in this team

☐

Git repository

vogsphere@vogsphere.21   ☐

Introduction

In order to maintain high evaluation standards, you are expected to:

- Remain polite, courteous, respectful and constructive at every moment of the discussion. Trust between you and our community depends on your behaviour.

- Highlight the flaws and issues you uncover in the turned-in work to the evaluated student or team, and take the time to discuss every aspect extensively.

- Please take into account that discrepancies regarding the expected work or functionalities definitions might occur. Keep an open mind towards the opposite party (is he or she right or wrong?), and grade as honestly as possible. 42's pedagogy only makes sense if peer-evaluations are carried out seriously.

Guidelines

- You must grade only what exists in the GiT repository of the student or team.

- Remember to check the GiT repository's ownership: is it the student's or team's repository, and for the right project?

- Check thoroughly that no wicked aliases have been used to trick you into grading something other than the genuine repository.

- Any script supposed to ease the evaluation provided by one party must be thoroughly checked be the other party in order to avoid unpleasant situations.

- If the student in charge of the grading hasn't done the project yet, it is mandatory that he or she reads it before starting the evaluation.

- Use the available flags on this scale to tag an empty work, a non functional work, a coding style ("norm") error if applicable, cheating, and so on. If a flag is set, the grade is 0 (or -42 in case of cheating). However, cheating case excluded, you are encouraged to carry on discussing what went wrong, why, and how to address it, even if the grading itself is over.

- The whole group has to be present.

Attachments

☐ Subject (https://cdn.intra.42.fr/pdf/pdf/1436/doom-nukem.en.pdf)

☐ Sujet (https://cdn.intra.42.fr/pdf/pdf/1411/doom-nukem.fr.pdf)

Mandatory part

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Author file

Check that the author file is at the root of the repository
and formatted as explained in the subject. If not defence is
over and the final grade will be 0.

☐ Yes   ☐ No

Welcome back Wolf3D

The Wolf3D project features are present and work perfectly.
We have to be able to:
- Move with keys on the keyboard in real time, rotate 360 degrees,
move forward, move back.
- Close the window and exit the program cleanly with the
ESC or by clicking on the red cross at the window border.
- There are textures on the walls.

☐ Yes   ☐ No

Visual Elements

Check that these graphic elements are present (1 point per element):
- You can look in all directions (top to bottom and right to left).
- The spaces must have any shape, rooms with a different number of
walls, with several orientations.
- The floor and the ceiling have an adjustable height with unevenness
between the different spaces.
- The floor and ceiling must be able to be inclined.
- Textures are present on the floor and ceiling.

Rate it from 0 (failed) through 5 (excellent)

Decor elements

Check that these elements of the decor are present (1 point per element):
- A sky must be present (not replace the texture of the ceiling by a sky...).
- There must be partially transparent walls to see the space at the back.
- There should be decorative elements on the walls, above the main texture.
- There are sprites that always face the player as well as
multi-sprites displayed according to the player's orientation, such as
seeing a front, side or back character.
- Ambient light must be present, affecting the walls and objects present.

Rate it from 0 (failed) through 5 (excellent)

On-screen text display

Check that messages can be displayed during the game, overprinted.

☐ Yes   ☐ No

HUD - Head-Up Display

Check that there are at least 3 elements on the HUD.

☐ Yes   ☐ No

Movements

Check that these gameplay elements are functional:
- The movements are fluid, we can turn on oneself and from top to bottom. (2 points)
- I's possible to strafe in a fluid way. (1 point)
- Interactions with walls and steps are correct
managed according to their size and in a fluid movement. (2 points)

Rate it from 0 (failed) through 5 (excellent)

Advanced Movements

Check that these gameplay advanced elements are functional:
- It's possible to run, jump, fall, bend down and get up in a fluid way. (3 points)
- It's possible to fly and/or swim in a fluid way. (2 points)

Rate it from 0 (failed) through 5 (excellent)

Interaction with the decor

Check that the following interactions are functional:
- The objects present react well in proportion to their visual
representation. (1 points)
- The items present may or may not be picked up and added to an inventory. (2 points)
- Interactions are possible with the elements of the decor
(Activate a plate, a boutton...). (2 points)

Rate it from 0 (failed) through 5 (excellent)

Advanced interactions

Check that the following advanced interactions are functional:
- There are actions that are executed following a/few action(s),
be open-minded. (1 points)
- Actions can modify all the elements of the game, the forms,
their properties. (2 points)
- There are animations present following an interaction
(Like opening a door). (2 points)

Rate it from 0 (failed) through 5 (excellent)

Overall atmosphere of the game

Check the following to note the mood of the game (1 point per element):
- Characters and objects can have their own actions.
- Projectiles can be fired with interaction on the environment.
- The game contains a story, with a mission and a goal to achieve.
- There is a beginning and an end of level.
- Music and sound effects are present.

Rate it from 0 (failed) through 5 (excellent)

Level Editor

Check there is a functional level editor with the following features
(1 point per élément) :
- Editing spaces (walls, floors, ceilings).
- Texture editing.
- Edit actions.
- Objects editing.
- Edition of general elements (beginning and end of level, terrestrial or
lunar gravity, type of weapons available and damage, standard of living
at the start, background music, solo/team, etc).

Rate it from 0 (failed) through 5 (excellent)

Packaging

All the elements necessary for the game must be in a single file.
You should only be able to start the game with the binary doom-nukem
and this file.

☐ Yes   ☐ No

Bonus part

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Suggested bonuses

Check that the recommended bonuses are properly implemented:
- A menu to choose the level or difficulty options. (2 points)
- The atmosphere and the decor are meticulous. (1 points)
- The story and the scenario are complex and elaborate. (1 points)
- A good immersion, if you are transported in the game it is that
the Group has succeeded in its work. (1 points)

Rate it from 0 (failed) through 5 (excellent)

Delivered multithread

The game has a rendering mode using threads using the library
of the processor to speed up the rendering and fluidity of the game.

☐ Yes   ☐ No

Network

A lobby is present and it is possible to play multi in network.

☐ Yes   ☐ No

Be crazy

Here you are in the free bonus section, note the creativity and originality
of the game. Give one point for each additional bonus you consider good.
Creativity is an important point in your education and in the world of
digital, never forget it !

Rate it from 0 (failed) through 5 (excellent)

Ratings

Don't forget to check the flag corresponding to the defense

☐ Ok   ☐ Outstanding project

☐ Empty work   ☐ Incomplete work   ☐ No author file   W Invalid compilation   ☐ Norme   ☐ Cheat

d Crash   ☐ Incomplete group   ☐ Leaks   I Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation