Remember that the quality of the defenses, hence the quality of the of the school on the labor market depends on you. The remote defences during the Covid crisis allows more flexibility so you can progress into your curriculum, but also brings more risks of cheat, injustice, laziness, that will harm everyone's skills development. We do count on your maturity and wisdom during these remote defenses for the benefits of the entire community.

SCALE FOR PROJECT FT_VOX

You should evaluate 2 students in this team

Git repository

```
git@vogsphere.msk.21-school.ru:vogsphere/intra-uuid-fefeefbc-665
```

Introduction

For the smooth running of this evaluation, please respect the following rules:

- Remain polite, kind, respectful and constructive whatever happens during this conversation. It's a matter of confidence between you and the 42 community.

- Highlight the potential problems you 've had with the work you're presented to the person or the group you're grading, and take the time to talk about and discuss those issues.

- Accept the fact that the exam subject or required functions might lead to different interpretations. Listen to your discussion partner's perspective with an open mind (are they right or wrong ?) and grade them as fairly as possible.
42's teaching methods can make sense only if peer-evaluation is taken seriously.

Guidelines

- You must only evaluate what you will find in the student's or group's GiT repository.

- Take the time to check that the GiT repository matches the student or group and the project.

- Double check that no malicious alias was used to mislead you and make you grade something different from the official repository content.

- If a script supposed to help evaluate the exam is supplied by either side, the other side will have to strictly check it to avoid nasty surprises.

- If the evaluating student has not yet taken this project, they will have to read the exam subject in its entirety before starting the evaluation.

- Use the flags available on this grading system to signal an empty or non-funcional project, a norm flaw, cheating, etc. In that case, evaluation stops and final grade is 0 (or -42 if it's a cheating problem). However, if it's not a cheating problem, you are invited to keep talking about the work that has been done (or not done, as a matter of fact) in order to identify the issues that lead to this stalemate and avoid it next time.

Attachments

📄 subject.pdf

The project

Run the executable. To be remotely sure the program goes the distance, keep it running during the whole evaluation and wait until the end to quit. If you notice the game becomes harder to play, use the CRASH flag.

Does it somehow work?

Do you have a graphic render? Can you move the camera?

✓ Yes	✗ No

Smoothness

In the end, this project is supposed to be a pleasant game to play. Does it work in full screen mode? Is it smooth? Could you play this game without being bothered by FPS or freezes? Walk around. If it's too buggy, evaluation stops.

✓ Yes	✗ No

Cubes. Lots of cubes.

Do you see a lot of cubes on the screen? Are they textured? Does it look like a cube world?

✓ Yes	✗ No

Really a lot of cubes.

One of this project's goals is to display A LOT of objects on screen. The FoV must be 80 degrees and the minimum rendered distance (in cubes) is 160. Don't bother counting them, but it has to look consistent. To give you an idea, the distance is 320 in the first subject's picture.

✓ Yes	✗ No

We really mean TONS of cubes

Is there a key that allows you to multiply the camera speed by 20? Use it.
Move through the project. Minimal dimensions should be 16384*256*16384.
Does the world look big enough?

✓ Yes	✗ No

A terrain

Do cubes form a terrain that looks somehow natural such as mountains,
hills...? Are there different types of blocks and textures?

✓ Yes	✗ No

Caves

Do you find caves when you're going underground?

✓ Yes	✗ No

The camera

Can you move the camera forth, back, right and left? Can you turn it with
the mouse? Does the translation relate to the rotation? Do you keep moving
when you keep pressing down the key?

✓ Yes	✗ No

La skybox

Is there a skybox? Is it displayed well, without any bug?

✓ Yes	✗ No

Bonus

Biomes

There are many different biomes (falls, forests, glaciers...)

✓ Yes	✗ No

FPS

Does the screen display a FPS counter?

✓ Yes	✗ No

Smooth

Is the render smooth enough, even when you multiply the speed by 20?

✓ Yes	✕ No

Blocs

Can you delete blocks with the mouse?

✓ Yes	✕ No

Distance render

Can you see real far? With a distance render higher than 14?

✓ Yes	✕ No

Ratings

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

✔ Ok	★ Outstanding project

🗋 Empty work	💬 No author file	👾 Invalid compilation	🎵 Norme	🗐 Cheat	🏆 Crash

👤 Incomplete group	🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Finish evaluation