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

SCALE FOR PROJECT FDF (/PROJECTS/42CURSUS-FDF)

You should evaluate 1 student in this team

★

Git repository

`git@vogsphere.42istanbul.com.tr:vogsphere/intra-uuid-10698e84-6e27-4:` 📋

Introduction

Please adhere to the following rules:

- Remain polite, courteous, respectful and constructive throughout the
evaluation process. The well-being of the community depends on it.

- Identify the possible dysfunctions in the project of the student or
group whose work is being evaluated. Take the time to discuss and debate the
problems that may have been identified.

- You must consider that there might be some differences in how your peers
might have understood the project's instructions and the scope of its
functionalities. Always keep an open mind and grade them as honestly as
possible. Pedagogy is useful only if peer evaluation is done seriously.

Guidelines

- Only grade the work submitted in the Git repository of the evaluated
student or group.

- Double-check that the Git repository belongs to the student or students. Ensure that
the project is the expected one. Also, check that 'git clone' is used in an
empty directory.

- Check carefully that no malicious aliases were used to deceive you and make you
evaluate something that is not the content of the official repository.

- To avoid any surprises, and if applicable, review together any scripts used
to facilitate grading (such as testing or automation scripts).

- If you have not completed the assignment you are going to evaluate, you
must read the entire subject before starting the evaluation process.

- Use the available flags to report an empty repository, a non-functioning
program, a Norm error, cheating, etc.
In these cases, the evaluation process ends, and the final grade is 0,
or -42 in the case of cheating. However, except in cases of cheating, students are
strongly encouraged to review the submitted work together
to identify any mistakes that should not be repeated in the future.

- You must also verify that there are no memory leaks. Any memory allocated on
the heap must be properly freed before the program's execution ends.
You are allowed to use any of the tools available on the computer,
such as leaks, valgrind, or e_fence. In case of memory leaks, tick the
appropriate flag.

Attachments

☐ subject.pdf (https://cdn.intra.42.fr/pdf/pdf/193353/en.subject.pdf)

☐ maps.zip (https://cdn.intra.42.fr/document/document/44535/maps.zip)

☐ fdf_linux (https://cdn.intra.42.fr/document/document/44536/fdf_linux)

☐ minilibx_macos_metal.tgz (https://cdn.intra.42.fr/document/document/44537/minilibx_macos_metal.tgz)

☐ minilibx-linux.tgz (https://cdn.intra.42.fr/document/document/44538/minilibx-linux.tgz)

☐ minilibx_macos_sierra_20161017.tgz (https://cdn.intra.42.fr/document/document/44539/minilibx_macos_sierra_20161017.tgz)

☐ fdf (https://cdn.intra.42.fr/document/document/44540/fdf)

Preliminary tests

README.md Compliance Check

Does the repository contain a README.md file at its root, and does it include all of the following?

- The first line is italicized and formatted exactly as: *This project has been created as part of the 42 curriculum by <login1>[, <login2>[, <login3>[...]]].*
- A "Description" section explaining the project's purpose and providing a brief overview.
- An "Instructions" section with relevant details about compilation, installation, and/or execution.
- A "Resources" section listing references (documentation, tutorials, etc.) and explaining how AI was used, specifying for which tasks and which parts of the project.

If any of the required elements is missing, the grade is 0.

    ✓ Yes   ✕ No

Minimal requirements

Does the assignment meet the minimum requirements?

- The repository isn't empty.
- Norminette shows no errors.
- No cheating.
- No forbidden function/library.
- The code compiles with the required options.
- The executable is named as expected.
- During execution, there is no brutal or unmanaged crash (segfault, bus error, and so forth).
- No memory leaks.

    ✓ Yes   ✕ No

Mandatory part

Error management

Test fdf without parameters, with too many parameters, with a non-existent file, or with a file to which you have no access rights. If those tests are passed, then everything is satisfactory. This is the only error management that is required. From now on, the maps inside the input files must be formatted properly.

    ✓ Yes   ✕ No

Graphic management

Run the program with the 42 map provided on the project page and verify that:

- A window opens.
- Something is drawn in the window.
- You can see an isometric projection of the 42 map.
- Pressing 'ESC' closes the window and exits the program in a clean way (no leaks).
- Clicking on the cross on the window's frame closes the window and exits the program in a clean way (no leaks).

✓ Yes ✗ No

Line tracing

- Use a flat map with nothing but 0, sized 4x4. This should create a flat wireframe grid with a projection used to provide a visual 3D effect.
- Same map, with 1 point at a different altitude. Check that the result corresponds and that the 3D effect is rendered.

✓ Yes ✗ No

Heavy map

Check whether the program handles a larger map and a random 16x16 map.

✓ Yes ✗ No

Heavier map

Test with bigger, heavier maps. Either those provided in the intranet, the evaluated student, or your owns. Be logical and keep in mind the subject's requirements regarding what your maps can contain (e.g., colors).

✓ Yes ✗ No

Graphic responsive

If the graphical representation remains fluid and pleasant in the last test with heavy maps, then it is satisfactory.

✓ Yes ✗ No

MiniLibX images

Examine the code to verify whether the student uses MLX images to render the image instead of plotting pixels individually.

✓ Yes ✗ No

Bonus part

Numerous valuable extras.

Extra projection

Can the map be represented using another projection, such as parallel or conic?

✓ Yes ✗ No

Zooooooooom

Is there a way to zoom in and out using the keyboard or the mouse?

◉ Yes   ✕ No

Translate

Is there a way to translate the projection using the keyboard or the mouse?

◉ Yes   ✕ No

Rotation

Is there a way to rotate the projection using the keyboard or the mouse?

◉ Yes   ✕ No

Be crazy

Give one more point if there is any additional bonus you consider appropriate.
Creativity is an important point in your education and in the digital world.

◉ Yes   ✕ No

Ratings

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

✓ Ok	★ Outstanding project

Empty work   🚩 Incomplete work   💀 Invalid compilation   🎵 Norme   🖥 Cheat   ☠ Crash

▲ Concerning situation   💧 Leaks   ⊘ Forbidden function   💬 Can't support / explain code

Conclusion

Leave a comment on this evaluation (2048 chars max)

Finish evaluation