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

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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 ZAPPY (/PROJECTS/42CURSUS-ZAPPY)

You should evaluate 2 students in this team

★

Git repository

git@vogsphere.msk.21-school.ru:vogsphere/intra-uuid-fd7d4368-24f2-44

Introduction

Please respect the following rules:

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

- Identify with the person (or the group) graded the eventual
dysfunctions of the work. Take the time to discuss
and debate the problems you have identified.

- You must consider that there might be some difference in how your
peers might have understood the project's instructions and the
scope of its functionalities. Always keep an open mind and grade
him/her as honestly as possible. The pedagogy is valid only and
only if peer-evaluation is conducted seriously.

Guidelines

Zappy isn't a trivial project to correct. It is also long project
to grade. For a full project you need to spend around:

- 20-30mn for the server testing
- 10-20mn for the graphic client testing
- 5-10mn to test the client's AI

Between 35 and 60 min in total. Take the necessary time to check out

everything the work of your peer carefully

Enjoy p2p !

Attachments

📄 subject.pdf (https://cdn.intra.42.fr/pdf/pdf/13257/en.subject.pdf)

📄 protocol-client-graphique-zappy.pdf (https://cdn.intra.42.fr/pdf/pdf/13259/protocol-client-graphique-zappy.pdf)

Preliminaries

Preliminary tests

Check firstly the following elements:

- There is something in the git repository.
- A valid author file
- The Makefile is present and compiles correctly the executables:
server, client et gfx
- No norm errors, Norminette is authoritative.
- No cheating (All functions are authorised, the student can explain
the code, ...)

If an element of this list isn't respected, the grading ends.
Use the appropriate flag. You're allowed to debate some more
about the project, but the grading will not be applied.

✓ Yes   ✕ No

The server

You will have to evaluate the functional and technical quality of the server. A very good understanding of the project is required to properly understand. We will use the following options: ./server -p 4242 -t 10 -x 10 -y 10 -c 5 -n toto titi

Prerequisites

The server MUST use a select. If it doesn't use a select,
do not evaluate the server, move on to the client.

✓ Yes   ✕ No

Concaténation des commandes fractionnées

Splitted commands must be concatenated. Test using nc by doing CTRL+D.

✓ Yes   ✕ No

Circular buffers

Circular buffers were implemented for read and write?

☑ Yes   ✕ No

Time management

Time is properly managed using the gettimeofday(2) function?

☑ Yes   ✕ No

Action list

There is a global action list using an insertion soft so that
actions requiring the shortest execution time are at the
beginning of the list ?

☑ Yes   ✕ No

Movements

The advance, left and right commands are implemented?

☑ Yes   ✕ No

Player actions

The see/inventory/put/take commands are implemented?

☑ Yes   ✕ No

Incantation

The incantation command is implemented?

☑ Yes   ✕ No

Fork

The fork command is implemented?

☑ Yes   ✕ No

Slots management

The slots managemeng is correct (-c flag and fork)?

☑ Yes   ✕ No

Graphic client

Are evaluated now both the aesthetic and interactive aspects of the client.

Connection

The client connects properly to the server and displays the map?

        ⊘ Yes   ✕ No

Game elements

Players, stones and food are visible?

        ⊘ Yes   ✕ No

Square content

Is it possible to click on a square to see details about it
like a floating window, tool tip or something else?

        ⊘ Yes   ✕ No

Advanced client

Is it possible to distinguish the number of similar stones on a
square (2 linemate)?

        ⊘ Yes   ✕ No

Advanced client 2

Is it possible to click on a player to see his caracteristics in
a floatting window, tool tip or something else?

        ⊘ Yes   ✕ No

Advanced client 3

Is it possible to scroll through the map?

        ⊘ Yes   ✕ No

Epic client

Is it possible to lock on a player and follow him in his Movements
even if he moves on the map?

        ⊘ Yes   ✕ No

Even more epic client

Is there a sound management (for the broadcast)?

        ✅ Yes   ✕ No

The AI client

Functional AI

Test with a t between 50 and 100.

Grade depending on the level attained by the AI:

- level 1/2/3 : 1
- level 4/5 : 2
- level 6 : 3
- level 7 : 4
- level 8 : 5

It is possible to wait up to 10 mins for the client to level up,
but if after 10 min the AI is still lower than level 8, it means
that it will never reach that level, or because of luck and
luck isn't evaluated here.

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

The group

The corrector\'s feeling

At this point of the correction, what is your feeling about
the personnal involvment of each member of the group?
The idea here isn't to ask the group but to grade based on
your personnal judgment..

0 -> Only one member of the group seems to have invested time
in the project whatever the reason might be.
1 -> The project seems to be the result of two members of the
group the other ones were just spectating.
2 -> Although the group is argumenting about it you have the
feeling they are bluffing about their involvment.
3 -> One member didn't participate the project.
4 -> One member participated less than the others, but he has
a little idea about the what was done outside of his participation.
5 -> Every member of the group invested time and the final submission

is equally the work of every member.

If one or more members of the groupe dropped out, you can give up to
4 and report the person that didn't invest time at all and is probably
not even present for p2p.

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

Bonuses

3D graphic client

Is the graphic client in 3D ?

⊘ Yes   ✕ No

Live server administration

Count 1 point per implemented feature.

Live server administration:

- via the server's shell
- via a secured SSL socket
- via any kind of authentification
- map resizing when with replacement if a player goes out of map
- live time update

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

Additional bonuses

You can attribute up to 5 additional distinguishable bonus
features here. Bonuses must be 100% functional.

Example of valid bonuses:

- sound management in the graphic client
- sound management in the AI client
- background music in the graphic client
- background music in the AI client
- Ghost n' Goblins music (amstrad cpc 6128 version)
somewhere in the game
- ...

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   ⬤ Invalid compilation   ♫ Norme   ▭ Cheat

♟ Crash   ♟ Incomplete group   ⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

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Finish evaluation