

Student 1 ID	Student 2 ID	Code	avigation	Fun	Total	novation	Comment
		60%	20%	20%	100%		
48279392T	39500749C	90%	90%	100%	92%	0%	Game: very nice, loading throught levels does not work thou Code: move animations to XML.
45986046F	26069808K				NP	0%	
25365883B	23857435H	20%	75%	75%	42%	10%	Game: good simple mechincs. Cam vibrates when movint towards a wall and sometimes you can land mid terrain. Code: Missing references and const, calls like Properties::LookForPropertyValue() are terrible. Animations/fx/textures/gravity are hardcoded :(Code like "if (App->render->camera.x < -5375)" belongs to project 1 not development.
26616901J	39475014E				0%	0%	Game quality not acceptable: navigation has many bugs, no parallax, player cannot die and falls forever. You can do better.
47236520V	47239805J	75%	25%	0%	50%	0%	Game: poor controls and experience Code: Too many magic numbers like "if (App->map->data.map_layers.end->data->data[gid] == 72)"
41676185R	53314762A	100%	100%	100%	100%	20%	Game: good and polished Code: very solild, good job
47106466M	48104282N				0%	0%	Not accepted: game quality unacceptable
48092326Q	47192366T	100%	90%	100%	98%	0%	Game: good navigation. Camera is too distracting and jump can should be smoother. Code: Good data-driven structure.
24432734H	45155259A	70%	65%	80%	71%	0%	Game: good, need to polish audios, ladder movement. Navigation needs impriovement, jump is just bad and collisions work in the niddle of platforms. Code: commit comments need to be way better. No use of const or init variables. Load animations via XML, remove LoadPushBacks()
43569155W	48277120M				0%	0%	Game: good parallax, but terrible jump and collision system, close to unplayable Code: bad .gitignore, dirty repo, submission not accepted. Build dirty quth DLLs like SDL_ttf.dll
47167222H	49553095D/46949196D				0%	0%	Not Accepted: Build Dirty (.iobj(pdb/ipdb) files Code: your folder is named Dev_class6_handout ... really ? Repor is not for storing art for the future, use gdrive for this. Game: too fast, make sure you have vsync turned off. AFter dying few times the games enters iin a bugged state, player is invisible (?)
39387878X	39473871Y				NP	0%	
45858206R	46424570J	60%	50%	70%	60%	0%	Code: Massive memory leaks as you are not freeing memory on before load. All animation is hardcoded :(Game: Mario's jump is way more interesting than that. Also Mario gets stuck on walls/pipes. Still, an acceptable base.
53870884P	47963348E	85%	100%	75%	86%	0%	Innovation: second movement gameplay was requiered, not innovation Game: good navigation but game is dull and graphically too simple. Code: avoid code like "if (cont == 35)"
39389252G	46380513R				NP	0%	

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39389252G	46380513R	90%	90%	80%	88%	0%	Calling your exe "Motor 2D.exe" and not having your names in the README is a bad start Game: Interesting, but it really needs that you can jump platforms from below Code: You should have a cpp/h file per scene! that is the point of the map file. You are not freeing anything when unloading the scenes.
48070373M	49271751R	95%	50%	80%	83%	0%	Game: Navigation is rough, easy to get stuck in the corners vibrating Code: Adding aseprite.exe in the repository is not ok, use gdrive for that. Source code looks good.
45985352A	48267895A	95%	100%	100%	97%	0%	Game: very nice Code: bad use of const and references (Player.h) Good otherwise.
48057574V	47662718W	75%	40%	50%	63%	5%	Innovation: volume setup (forms is too basic) Game: having to keys to switch form is very awkward, Jumping needs improvement. Too difficult due to lack of polish. Code: remove unneeded dll like SDL_ttf.dll. You should have scene1/2 modules, that is the point of having maps loaded dynamically. Always init vars, specially pointers. Review use of const.
47689337X	47929948H	20%	50%	25%	27%	0%	Code: remove unneeded dll like SDL_ttf.dll. Game: extremely limited, bad jump, moving towards walls vibrate, no dead transition, etc. Commit comments pretty bad. All hardcoded animations. Game does not save / load correctly thorough levels.
14541621D	39929828B				0%	0%	Not accepted: executable not attached Code: write down the name of the variables in declaration to help code readability. Use const for args that won't change, same for methods (player::LoadAnimations()). Careful with inline. You can also move to XML name of textures and sounds. Player::Update could better use a state machine.
47599212E	53837459W	65%	90%	90%	75%	10%	<i>Imbalance in commits complexity, careful</i> Code: build dirty with SDL_ttf.dll Game: Very good. Make that you stick automatically to walls, Lack of const like in j1player::loadanimation(). Variables are not initialized properly.
45988031Z	39387242H	95%	100%	100%	97%	30%	Game: very cool, keep working on it, shows promise. I like the camera. Code: half vars not init. Player::OnCollision too dirty.
X8710414S	49222825L				0%	0%	Not accepted: Executable does not starts
39432115H	26273605S				0%	0%	<i>Grade halved: delivered a link and not a build</i> Not accepted: quality unacceptable