☰   🔍 (https://profile.intra.42.fr/searches)   **ksilekwa**

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SCALE FOR PROJECT SWINGY (/PROJECTS/SWINGY)

You should evaluate 1 student in this team

★

Git repository

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Introduction

To ensure this evaluation goes smoothly, please respect the following set of rules :

- Please remain courteous, polite, respectful and constructive at all times during this exchange. The trust bond between the school's community and yourself depends on it.

- Should you notice any malfunctions within the submitted project, make sure you take the time to discuss those with the student (or group of students) being graded.

- Keep in mind that some subjects can be interpreted differently. If you come accross a situation where the student you're grading has interpreted the subject differently than you, try and judge fairly whether their interpretation is acceptable or not, and grade them accordingly. Our peer-evaluation system can only work if you both take it seriously.

Guidelines

- You may only evaluate whatever is in the GiT submission directory of the student you are grading.

- Make sure to check wether the GiT submission directory belongs to the student (or group) you're grading, and that it's the right project.

- Make sure no mischievous aliases have been used to trick you into correcting something that is not actually in the official submitted directory.

- Any script created to make this evaluation session easier - whether
it was produced by you or the student being graded - must be
checked rigorously in order to avoid bad surprises.

- If the student who is grading this project hasn't done the
project him/herself yet, he/she must read the whole topic
before starting the evaluation session.

- Use the flags available to you on this scale in order to report
a submission directory that is empty, non-functional, that contains
a norm errors or a case of cheating, etc...
In this case, the evaluation session ends and the final grade is 0
(or -42, in case of cheating). However, unless the student has
cheated, we advise you to go through the project together in order
for the two (or more) of you to identify the problems that may have
led for this project to fail, and avoid repeating those mistakes for
future projects.

Attachments

Subject (https://cdn.intra.42.fr/pdf/pdf/1017/Swingy.en.pdf)

Preliminaries

Compilation

Compile and build the program with the commands described in the subject. Does the project compile and
generate a runnable jar file?

Yes   No

Program design

Does project follow the Model-View-Controller architecture? It is not
a problem if there are additional classes that dont' fit in the design if they are helper classes or add additional
features.

Yes   No

Functionality

Game state

Check if the program preserves the state between plays. Are the heroes persisted? Is everything the same as the
last time you played the game?

⊘ Yes   ✕ No

Validation

Check if the program validates the user input. Try running the
program and test what happens if there are missing values or out of range values. Does the validation work? Do
you receive a reasonable error message?

⊘ Yes   ✕ No

Validation implementation

Check the project code and see if the validation was applied through annotations. They should be in the model
classes.

⊘ Yes   ✕ No

Bonus

Database persistence

Does the program connect to a database server and save the player's heroes there?

⊘ Yes   ✕ No

Multiple views

Does the program offer a means by which to change the views (console and GUI) during program execution?

⊘ Yes   ✕ No

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

Finish evaluation

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