

NOTE: This peer weighting is advisory and will be reviewed by the module leader. Because of this the weighting is based over the whole module.



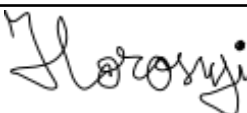
UFCF9M-30-2 Game Engine Programming

Group Weighting Form

TEAM NAME: Team Red

COMPONENT: Final (Full Project/Semester)

Must be signed by each member of team. **Any team member failing to sign will be taken as a Non-submission of that part by that student.** Details of the mark weighting process are given over leaf.

Student Name (GIT Hub Account)	Student ID	Mark /20	Alt Mark / 20	Signed
Stephen Rayment (StrayDev)	18034264	25	N/A	
Samuel Badman (MuelSB)	17025835	26	N/A	SB
Zack Collins (zackcollins)	19027000	24	N/A	
Jamie-Winfield jamie2.winfield@live.uwe.ac.uk	19014899	23	N/A	J.Winfield
Csongor-Zsolt Horosnyi (c2-horosnyi)	18029633	2	N/A	

Group mark distribution

Each group will have a number of points to distribute amongst team members, according to their perceived overall contribution to the project. The overall mark for the project will be scaled according to this distribution of points, to make up each student's individual mark for the module. The number of points allocated for a group will be $20 \times$ number of students in the group.

Individual student marks are determined based on the formula:

$$M_s = P_s / 20 \times M_g$$

Where M_s is the student's mark, P_s is the points given to the student by the team, and M_g is the overall mark given to the group.

For example:

Group A consists of 5 students, who will have 100 points to distribute amongst the team members.

■ Students 1, 2 and 3 are perceived to have contributed equally to the project, while student 4 has put in much more work, and student 5 much less. The team distribute their marks as follows:

1. 20 points
2. 20 points
3. 20 points
4. 30 points
5. 10 points

■ When marked, the project receives an overall mark of 65%. This mark is scaled as follows, for each student:

1. $20 / 20 \times 65\% = 65\%$
2. $20 / 20 \times 65\% = 65\%$
3. $20 / 20 \times 65\% = 65\%$
4. $30 / 20 \times 65\% = 97\%$
5. $10 / 20 \times 65\% = 32\%$

Please note: Group weightings are intended to allow teams to reflect the reality of their development practice throughout the project. However, the module leader reserves the right to adjust or otherwise moderate the metric and/or weightings submitted in the event of exceptional group circumstances occurring.