UFCF9M-30-2 Game Engine Programming

Alpha Feedback

TEAM NAME: RED

FEEDBACK: Whilst obviously not a complete implementation this does a really solid job of trying out all of the essential aspects of a “SWIV” style shoot em up, and in deed goes beyond and gives touches of more wider features: close to full FSM, customisable keyboard controls etc. This should give you a really solid place to start your C++ development, but do remember that whilst there is a focus in the module on “systems”, please don’t forget that we are still looking to produce a playable game so don’t forget to bring the “polish”.

Your weightings whilst a little to edge of what we’d expect are not completely expected at this stage, and sounded in your group discussion that you’ll be appropriately looking to rectify this was later submissions.

VIDEO: [youtu.be/FtLh89IWUBs](https://youtu.be/FtLh89IWUBs)

MARK: 65%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Marked |
| Stephen Rayment | 18034264 | 25 | 81.25% |
| Zack Collins | 19027000 | 20 | 65% |
| Csongor-Zsolt Horosnyi | 18029633 | 15 | 48.75% |
| Jamie Winfield | 19014899 | 20 | 65% |
| Samuel Badman | 17025835 | 20 | 65% |

**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 \* number of students in the group.

Individual student marks are determined based on the formula:

Ms = Ps / 20 \* Mg

Where Ms is the student’s mark, Ps is the points given to the student by the team, and Mg 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 \* 65% = 65%

2. 20 / 20 \* 65% = 65%

3. 20 / 20 \* 65% = 65%

4. 30 / 20 \* 65% = 97%

5. 10 / 20 \* 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.