UFCF9M-30-2 Game Engine Programming

Beta Feedback

TEAM NAME: RED

FEEDBACK: Whilst far from a fully playable game, this is clearly close to systems complete. There is evidence of a vast majority of the game-play and more background systems being in place and beginning to be used, and whilst I would slightly question the UX / UI of the level-editor it does look like a useable tool. Even if with perhaps a rather steep learning curve. You have definitely entered more of an iteration / customisation phase as opposed to invention. On to “feature complete” and then polish.

The actual code seems for the most part well commented, with sophisticated and advanced C++ features being used (and not just for the sake of it!). Although a couple of odd choices, for example in ColliderMovementSystem::nextPos you bring in Vector2 objects but then carry out the calculations on them component-wise ( separate calculations for the x and y axes). Remember the overloads for Vector2.

However, the apparent Beta commit when downloaded appears to have its VS files slightly corrupted and I was unable to build it using VS2019.

VIDEO: [https://youtu.be/HJnM7H-k6YQ](https://eur01.safelinks.protection.outlook.com/?url=https%3A%2F%2Fyoutu.be%2FHJnM7H-k6YQ&data=04%7C01%7CSimon.Scarle%40uwe.ac.uk%7Cf80d48ae58054c2291c908d8fdc3a585%7C07ef1208413c4b5e9cdd64ef305754f0%7C0%7C0%7C637538364018990982%7CUnknown%7CTWFpbGZsb3d8eyJWIjoiMC4wLjAwMDAiLCJQIjoiV2luMzIiLCJBTiI6Ik1haWwiLCJXVCI6Mn0%3D%7C1000&sdata=aQtvn27efynyCp8jitA2VOuK3jXQm%2FGvj4JxXcLq8EA%3D&reserved=0)

MARK: 80%

|  |  |  |  |
| --- | --- | --- | --- |
| Student Name | Student ID | Weight /20 | W. Marked |
| Stephen Rayment | 18034264 | 24 | 96% |
| Zack Collins | 19027000 | 23 | 92% |
| Csongor-Zsolt Horosnyi | 18029633 | 5 | 20% |
| Jamie Winfield | 19014899 | 22 | 88% |
| Samuel Badman | 17025835 | 26 | 100% |

**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.