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

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SCALE FOR PROJECT IN-THE-SHADOWS (/PROJECTS/42CURSUS-IN-THE-SHADOWS)

You should evaluate 1 student in this team

★

Git repository

`git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-cab0dc4`   📋

Introduction

For the smooth running of this evaluation, please respect the following rules:

- Remain polite, kind, respectful and constructive whatever happens during
this conversation. It's a matter of confidence between you and the
42 community.

- Highlight the potential problems you 've had with the work you're presented
to the person or the group you're grading, and take the time to talk about
and discuss those issues.

- Accept the fact that the exam subject or required functions might lead
to different interpretations. Listen to your discussion partner's
perspective with an open mind (are they right or wrong ?) and grade them as
fairly as possible.
42's teaching methods can make sense only if peer-evaluation is
taken seriously.

Guidelines

- You must only evaluate what you will find in the student's or group's
GiT repository.

- Take the time to check that the GiT repository matches the student or
group and the project.

- Double check that no malicious alias was used to mislead you and make you

grade something different from the official repository content.

- If a script supposed to help evaluate the exam is supplied by either side, the other side will have to strictly check it to avoid nasty surprises.

- If the evaluating student has not yet taken this project, they will have to read the exam subject in its entirety before starting the evaluation.

- Use the flags available on this grading system to signal an empty or non-funcional project, a norm flaw, cheating, etc. In that case, evaluation stops and final grade is 0 (or -42 if it's a cheating problem). However, if it's not a cheating problem, you are invited to keep talking about the work that has been done (or not done, as a matter of fact) in order to identify the issues that lead to this stalemate and avoid it next time.

Attachments

📝 subject.pdf (https://cdn.intra.42.fr/pdf/pdf/50414/en.subject.pdf)

📝 in-the-shadows_resources.zip (/uploads/document/document/8895/in-the-shadows_resources.zip)

Foreword

Preliminary instructions

First make sure:

- No cheating. Each student must be active during the evaluation. They all must be able to explain their code.

- You must get the package containing the whole project and install it in an empty environment.

- If one of the conditions has not been met, evaluation stops. Use the appropriate flag. You should keep disccusing the project, but there will be no grading.

☑ Yes   ✕ No

Game environment

In this section, we will verify that the game environment has been properly implemented (menu, game modes, saving, etc...)

Modes

The possibility to play with two modes - the normal mode and the
test mode - appears clearly. Each button triggers the expected game
mode.

- Normal mode must allow to unlock puzzles only if the previous one
has been validated.
- Test mode must have all the puzzles unlocked.

⊘ Yes   ✕ No

Save

In normal mode, when a puzzle is done, player must be able to quit
the game, relaunch and having their progression saved.

⊘ Yes   ✕ No

The clue

Each puzzle has a clue in relation with the shadow the player must
recreate.

⊘ Yes   ✕ No

Success

When a level is passed, a message pops up to congratulate the player and
propose him to return to the previous menu (to change the puzzle) or
quit.

⊘ Yes   ✕ No

Success animation

When a level is passed and the player returns to the previous menu,
an animation must show a new puzzle has been unlocked.

⊘ Yes   ✕ No

Gameplay

Here, you will evaluate the playability and level expectations in regards of the various levels.

Mouse

- Does the game play only with a mouse?
- When a keyboard key is bind with the mouse click, does the object's behaviour change?

⬦ Yes   ✕ No

Respecting the game's goals (yes)

Is the game really a Shadowmatic game? That is: does the foreground show an object that produces a shadow in the background? When this shadow ressembles the expected shape thanks to the object displacement, does the player pass the level?

⬦ Yes   ✕ No

Smoothness

Is the game smooth?

⬦ Yes   ✕ No

Playability

Now, you will judge the playability again. Here are some clues:

- If you think you've achieved a perfect shape (your teapot doesn't a third hand because, well... teapots don't have any hands, your elephant is not a camel, and it doesn't have a broken tail) and you have not succeeded, there will be no point.
- You have achieved a twisted shape (teapot with hands, remember?) and you have succeeded? No point!
- Your shape was somehow twisted but not too much and you have succeeded? Grade as you see fit.
- Shape detection is flawless? Maximum score!

Rate it from 0 (failed) through 5 (excellent)

Difficulty levels

There are three difficulty levels (applied to different puzzles) as
required by the subject.

- One object the player can apply horizontal rotations to.
- One object the player can apply horizontal and vertical rotations to.
- Many objects the player can apply horizontal and vertical rotations to
and move around.

⊘ Yes   ✕ No

Bonus

Beauty

Is the game good looking? Nice menus, fine textures, pretty level path...

Rate it from 0 (failed) through 5 (excellent)

Creativity

There are more than 4 puzzles. The student didn't use the provided
assets (teapot, elephant, 42 and world map).

⊘ Yes   ✕ No

Immersion

The game is immersive, it has music, additional options, etc...

⊘ Yes   ✕ No

Ratings

Don't forget to check the flag corresponding to the defense

✔ Ok   ★ Outstanding project

■ Empty 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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