



Jeremy Elkayam <jnelkayam@email.wm.edu>

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## CSCI-437: Feedback Pong HW

1 message

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**Pieter Peers** <ppeers@cs.wm.edu>

Tue, Oct 30, 2018 at 2:47 PM

To: jnelkayam@email.wm.edu, Pieter Peers <ppeers@cs.wm.edu>

Below is (finally) the feedback to your pong HW:

- \* Compiles: OK
- \* Code Quality:
  - HumanView should process key-presses, not the logic.
  - Nicely documented code!
  - I would recommend using shared\_pointers instead of regular pointers.
  - AI should be part of AIView
- \* Core Features:
  - AI gets stuck and just 'jitters' at a location. (possibly missing 'else' for second if(ball\_y > .....))
  - Game runs rather fast in standard setting...
- \* Bonus Features:
  - Pausing
  - Sounds
  - Difficulty (speed)
  - Title screen
  - Option menu

Score:

Bonus (32.5/50)

Core (46.25/50)

Compile (10/10)

Code Quality (30/30)

Report (10/10)

Total: 128.75/100