

[\(https://profile.intra.42.fr/\)](https://profile.intra.42.fr/)

(<https://profile.intra.42.fr/searches>) **SCALE FOR PROJECT WOLF3D** **([HTTPS://PROJECTS.INTRA.42.FR/PROJECTS/WOLF3D](https://projects.intra.42.fr/projects/wolf3d))**

You should correct 1 student in this team



Git repository

`vogsphere@vogsphere.42.fr:intra/2018/activities/wolf3d/bmulamba`

Introduction

We ask you for the proper conduct of this evaluation to respect the following rules:

- Be courteous, polite, respectful and constructive in all situations during this exchange. The bond of trust between the community 42 and you depends on it.
- Highlight to the person (or group) noted the possible malfunctions of work done, and take the time to discuss and discuss.
- Accept that there may be differences in the interpretation of the subject
- Stay open-minded about the other's vision (is it right or wrong?), And write down the most honestly possible. The pedagogy of 42 only makes sense if the peer-assessment is done seriously.

Guidelines

- You should evaluate only what is the student 's or group' s rendering GiT repository .
- Make sure the GiT repository is the corresponding one to the student or group and the project.
- Meticulously check that no malicious aka has been used to make you evaluate anything else than the contents of the official repository.
- Any meaningful script of the evaluation provided by one of the two parties must be rigorously checked by the other party to avoid unpleasant surprises.

If the correcting student has not yet done this project, it is mandatory for this student to read subject in full before starting this defense.

- Use the flags on this scale to signal an empty rendering, non-functional, a standard fault, a cheat case, etc. In this case, the evaluation is completed and the final grade is 0 (or -42 in the special case of cheating). However, except in the case of cheating, you are encouraged to continue to do so (or not exactly) to identify the situation and to make it happen .
- The whole group must be present for this defense. No absentee, even with a so-called good reason.
- Please check carefully that the code has been well thought out and reflected by the group. Any resemblance with code present on the internet will be considered and will lead to a -42 and the immediate stop of the defense (Yes, we think of a particular site).

Attachments

- ☐ subject (<https://cdn.intra.42.fr/pdf/pdf/440/wolf3d.ro.pdf>)
- ☐ Subject (<https://cdn.intra.42.fr/pdf/pdf/882/wolf3d.en.pdf>)
- ☐ Subject (<https://cdn.intra.42.fr/pdf/pdf/24/wolf3d.fr.pdf>)
- ☐ Play with me too! (Sierra binary)
(https://projects.intra.42.fr/uploads/document/document/407/paris_E3.tgz)
- ☐ Play with me! (<https://projects.intra.42.fr/uploads/document/document/149/demo.tgz>)

Mandatory part

Reminder: if at any time, the program does not react correctly (bus error, segfault, etc.), the defense is finished and the note is 0. Remember to use the corresponding flags. This instruction is active from one end to the other of the defense.

Author's file

Check that the author is present at the root of the repository and formatted as requested in the subject. In the opposite case, the defense is finished and the note is 0.

☐ Yes☐ No.

Technical components of the display

We will evaluate here the presence of the technical elements of the display. Launch the program and perform the following 3 tests. If at least one of these tests fails, this section of the scale is unsuccessful and no points are earned, proceed to the next.

- A graphic window must open at launch and remain open during the entire execution of the program.

- An image representing a view of the interior of a labyrinth must be displayed in the window.

- Hide all or part of this window using another window or the edge of the screen, minimize the window and make it reappear again. In any case, window content must remain consistent.

☐ Yes☐ No.

User events

We will evaluate in this section the management of the events generated by the user of the program. Perform the following 3 tests. If at least one of these tests fails, this section of the scale is unsuccessful and no points are earned, proceed to the next.

- Click on the red cross of the window. The window should close and the program should exit cleanly.

- Press the ESC key. The window should close and the program should exit cleanly. It will be tolerated for this test that the functionality associated with the ESC key is associated with another key, such as the Q key for example.

- Tap on the four directional arrows (we will tolerate the WASD or ZQSD keys for this test) in the order of your choice. Each support must have a visible consequence in the window, such as a displacement of the player. In the case where the displacement is not functional, it will tolerate a simple display on the console to indicate the detection of the support on these keys.

☐ Yes☐ No.

Shifting

We will evaluate in this section the implementation of the player's displacement in the labyrinth. Perform the following 3 tests . If at least one of these tests fails, this section of the scale is unsuccessful and no points are earned, proceed to the next.

- Press the left arrow (or A or Q) and then the right arrow (or D). The player's view should rotate to the left then to the right as the person turned their head.

- Tap the up arrow (or W or Z) and then the down arrow (or S). The player's view must move forward and back in a straight line.

- In the four possible displacements, is the display fluid? We mean that the game does not row and is "playable".

☐ Yes

☐ No.

The walls

- The texture of the walls must vary according to the cardinal orientation. (North South East West). Check that the wall textures and the perspective are visible in a clear and correct manner.

☐ Yes

☐ No.

Error management

We will evaluate in this section the error management by the program and its robustness. Perform the following 3 tests . If at least one of these tests fails, this section of the scale is unsuccessful and no points are earned, proceed to the next.

- Start the program by adding parameters in numbers and arbitrary values. Although the program does not expect this, these settings should not alter its operation or cause unhandled errors.

- Check that the program does not contain memory leaks . For example, run "top" in a Wolf3D parallel shell to monitor the amount of memory used. This amount should remain stable as you move through the maze and not increase continuously or whenever a particular action is performed.

- Roll your face or arm on the keyboard. The program should not have unexpected behavior and remain functional.

- Edit the map. The program should not have unexpected behavior and remain functional.

☐ Yes

☐ No.

bonus

Reminder: if at any time, the program does not react correctly (bus error, segfault, etc.), the defense is finished and the note is 0. Remember to use the corresponding flags. This instruction is active from one end to the other of the defense. Bonuses should only be assessed if and only if the mandatory game is PERFECT. By PERFECT, we obviously hear that it is fully realized, it is not possible to put his behavior in default, even in case of error, as vicious as it is, misuse, etc. Concretely, this means that if the mandatory part did not obtain ALL the points during this defense, the bonuses must be entirely IGNORED.

When I grow up, I'll be John Carmack

To deserve to be counted, a bonus must be:

- A useful minimum (at your discretion), must not be abused.
- Well done.
- Do not cause any error.

Possible examples (1 point per bonus):

- Impossible to penetrate the walls (clipping).
- A texture for the soil.
- A texture for the ceiling.
- Objects.
- doors and keys.
- monsters.
- a labyrinth with not square walls.
- a skybox.
- etc ...

An implementation of a motor similar to that of Doom
(possibility of having walls with arbitrary angles and
levels on several floors) or a motor similar to that
Duke Nukem 3D

automatically gives the maximum score to bonuses. In
addition, we strongly recommend that you apply to Id
Software, or even contact Olivier Crouzet (ol@42.fr)
to show him your work.



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

Conclusion

Leave a comment on this evaluation

Finish evaluation