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SCALE FOR PROJECT PISCINE PYTHON DJANGO (/PROJECTS/42CURSUS-PISCINE-PYTHON-DJANGO) / RUSH 00 (/PROJECTS/42CURSUS-PISCINE-PYTHON-DJANGO-RUSH-00)

You should evaluate 2 students in this team



Git repository

git@vogsphere.kzn.21-school.ru:vogsphere/intra-uuid-60146



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-functional 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.

- You must stop grading when one exercise is not correct, even if the other ones are.

- DON'T BE A DICK. This project has a lot of requirements. Punish only the unforgivable mistakes and flaws. A word lacking its cap or a phrase that is not perfectly formulated like stated in the subject is not a MAJOR mistake. A missing link is a whole other problem.

Attachments

 subject.pdf (<https://cdn.intra.42.fr/pdf/pdf/27621/en.subject.pdf>)

Foreword

"This section is dedicated to the evaluation start and the checking of prerequisites. It's not graded, but if something's wrong or a condition is not met, here or anytime during the evaluation, the grade is 0 and a flag can be ticked if necessary."

Observing the rules

"- The repo contains the evaluated student's or group's work.
- The evaluated student or group can explain their work anytime during the evaluation.
- General and specific instructions of the day will be observed during the whole evaluation."

 Yes

 No

Settings

"- The size of the grid, player's start position as well as the IMDb movie list are included in the settings. These settings are used by the

game.

- Otherwise, the project is invalid. The evaluation stops."

✓ Yes

✗ No

Game data

- The current game's state must be saved in binary thanks to the pickle library in a file included in the project.

- Check that the file is used to make the data persistent between pages thanks to a logic implemented by the evaluated student(s).

- Data saved in the files must include: the player's position on the map, the number of moviballs they own, the name of the moviemons they have caught, the complete informations of all the game's moviemons.

- The file must not include a logic. No dump of a full class created by the evaluated student(s).

- Otherwise, the project is invalid. The evaluation stops."

✓ Yes

✗ No

Data management

"- A class created by the evaluated student(s) must manage these game data and at least slightly understand the methods 'dump', 'load', 'get_random_movie', 'load_default_settings', 'get_strength' and 'get_movie'.

- Check that the methods are effective.

- Otherwise, the project is invalid. The evaluation stops."

✓ Yes

✗ No

Esthetic

"- The game must always be split in two different parts:

- The 'screen' space must contain neither control nore link.

- The 'control' space must not contain any information except the

buttons' names.

- Otherwise, the project is invalid. The evaluation stops."

☒ Yes

☐ No

Mandatory part

This part will tackle the mandatory part of the subject.

TitleScreen

Does the title screen behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Worldmap

Does the world map behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Battle

Does the battle behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Moviedex

Does the Moviedex behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Detail

Does the detail page behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Option

Does the option page behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Save

Does the Save page behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Load

Does the Load page behave as required in the subject?

If so, you can validate this question.

☒ Yes

☐ No

Optional part

"This part will only be evaluated if the mandatory part is complete and functional."

Bonus

A bonus must be properly achieved.

Points will be given at your discretion depending on the relevance of the implemented bonuses.

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



Ratings

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

✓ Ok

📄 Empty work

💬 No author file

🧠 Invalid compilation

📖 Norme

📄 Cheat

💥 Crash

🚫 Forbidden function

Conclusion

Leave a comment on this evaluation

Проверка онлайн. Код
соответствует чек листу.



Finish evaluation

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