## SCALE FOR PROJECT PISCINE CPP (/PROJECTS/PISCINE-CPP) / RUSHOO (/PROJECTS/PISCINE-CPP-RUSHOO)

## Introduction

Today, the subject is especially vague, and this grading scale is also somewhat vague. This is because there are many, many, many ways to do this project correctly. So in essence, you will validate that the basics of the subject have been respected, and then give away points for features you think are cool / well done / useful.

The usual obvious rules apply: Only grade what's on the git repository of the student, don't be a dick, and basically be the grader you would like to have grading you.

Do NOT stop grading when a question is wrong.

## **Guidelines**

The Makefile must compile with clang++, with -Wall -Wextra -Werror, or you must flag the project as "Invalid compilation"

Any of these means you must flag the projet as "Incomplete work"

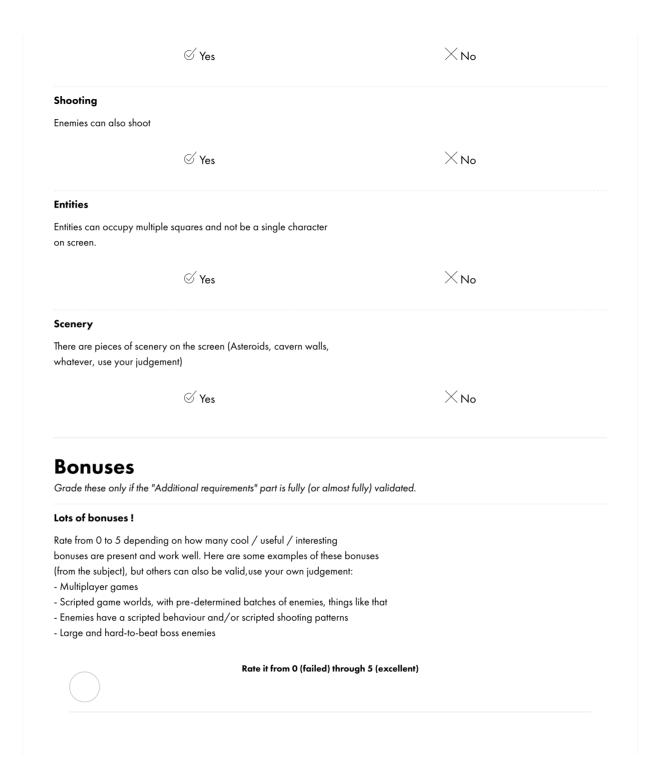
- A function is implemented in a header (except in a template)
- A class is not in Coplien's form

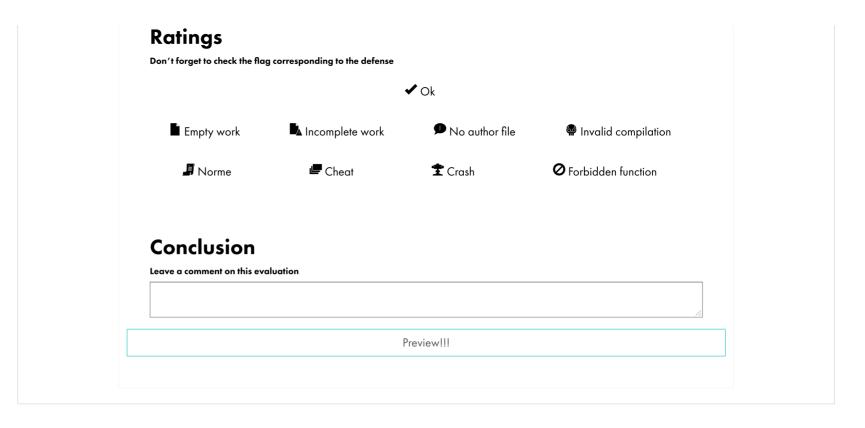
Any of these means that you must flag the project as Cheat:

- Use of a "C" function (\*alloc, \*printf, free)
- Use of a function not allowed in the subject
- Use of "using namespace" or "friend" (Unless explictly allowed in the subject)
- Use of C++11 features (Unless explicitly allowed in the subject)

Also remember that this is a C++ project. Therefore, please take some time to look at the actual code of the project, and if it is just "C+", meaning that it's essentially a C program with a few classes "just for show" and std::cout instead of printf (you know what I mean), just mark the project as "Incomplete work" and be done with it. As the subject says, to be relevant in this project, you have to actually make an effort to use the object-oriented properties of the language.

	nts	
Subject (https://c	cdn.intra.42.fr/pdf/pdf/2077/rush00.en.	odf)
Basic requ	Jirements	
These are requirements is on the terminal using there is a player display	s to be graded here, if they are not met, ma g the ncurses library or something close to it	rk this project as "Incomplete work" and stop grading: - The c - The program actually is a sort of shoot-em-up game: That aput to control it, and there is some kind of notion of time pass t.
Basic game		
	spawn either randomly or in a preset patte (If the player collides with an enemy, he di	
		imesNo
Ever-so-slightly less	s basic game	
The player can shoot. There is some kind of s	crolling system (that is, the area represented	l by the screen "moves" in the world, very much like in R-Type
	⊗ Yes	imesNo
Additiona	ıl requirements	
	nts" section is not completely validated, ple	ase do not grade this part.
Timing		
	e game is linked to some kind of clock and rames have been rendered. Whatever syste s mostly OK.	m facility or
library is used for this i		×N₀
library is used for this i	⊗ Yes	
library is used for this i		





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