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SCALE FOR PROJECT PISCINE PHP (/PROJECTS/PISCINE-PHP) / RUSH01 (/PROJECTS/PISCINE-PHP-RUSH01)

You should evaluate 2 students in this team

★

Git repository

vogsphere@vgs.42.us.or   📋

Guidelines

You should know peer-correcting's principle by now.
If not, you can go take a look at the videoSi available in the e-learning section of the intranet.

Attachments

📄 Subject (https://cdn.intra.42.fr/pdf/pdf/2011/rush01.en.pdf)

📄 Subject (https://cdn.intra.42.fr/pdf/pdf/6340/rush01.fr.pdf)

Preliminaries

Let's check the basics of the basics.

Is eliminatory (final grade 0, ends the evaluation):
- The project isn't in PHP on the server side (off topic)
- The project must work on the Chrome version installed on the Imacs.
- If the evaluation takes too long because of the installation or configuration of a dependency, it's up to you to decide if it's worth giving 0.
- A public method or attribut without explanation. If there is an explanation but you're not convinced it's up to you to decide if it's worth giving 0.
- If for an inheritance relationship ("extends") it's not possible to say that the child Class "is a" parent Class, it's up to you to decide if it's worth giving 0.
- Failing one of the following instructions:
  • Only one unique Class per file.

- A file that has the definition of a class cannot have any other except for require or require_once if necessary.
- A file containing a class must ALWAYS be named ClassName.class.php.
- A class must ALWAYS be accompanied by a documentation file which MUST be named ClassName.doc.txt.
- The documentation of a class must ALWAYS be useful and correspond to the implementation.
- A class must ALWAYS have a static method called doc that returns the documentation in a string.

The following aren't eliminatory:
- Change some aspect of the game as long as they don't misrepresent the rules or the Warhammer 40000 universe.

⊘ Yes   ✕ No

Bonus

There are a lot of possible bonuses.

If there is bonuses implemented that stay in the spirit of the game. (scenarios, campaigns, etc.), each one granting bonus points.

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

Game features

Account management

It is possible to create and account on sign-in with this account.
The account countains the user profile as well as battle stats.
Players are ranked and can see that information.

⊘ Yes   ✕ No

Game management

It's possible to create a game in melee mode or team mode. Furthermore, a game can't exceed 4 simultanous players.
There is no limit on how many simultanous games can be played.
It's is possible to create a fleet after joining a game.

⊘ Yes   ✕ No

Lobby

There is a lobby where players can chat.
It's possible to create and join games from the lobby.

☑ Yes   ✕ No

Gameplay

Game zone

- The game one is a grid of 150 by 100 cells.
- Both enemy fleets start from opposite corners and all the spaceships are stationary.
- There must be a few obstacles.
- A spaceship that is out of bounds or that bumps into an obstacle for any reason is eliminated.

☑ Yes   ✕ No

A turn

- Each turn, players play with one of their ships one after the other until all ships have played.r

- An active ship must realize three mandatory phases and always in this order:
° Order phase
° Movement phase
° Shoot phase

- Once all the spaceships of both players have been activated, a new turn starts.

☑ Yes   ✕ No

Order phase

- At the beginning of this phase, all the PP spent on the prior turn are back to zero. Which means that the weapons systems, shields and speed will be back to their initial values.

The player will now spend the PP of the ship on one or the other of the ship's systems according to the situation. He can spend all its points, some of them or none.

- 1PP spent on speed allows to move 1D6 more spaces.
- 1PP spent on shields give 1 shield point.
- 1PP spent on weapons gives 1D6 more to shoot with it.

The players can also spend his PP to fix his ships. To repair a ship, the ship must be stationary. Each PP spent in repair allows to roll 1D6. On a 6, a hull point is restored up to the maximum starting value.

☑ Yes   ✕ No

Spaceships

Spaceships have the following caracteristics:

- Name
- Size
- Hull points
- PP
- Speed
- Handling
- Shield
- Weapons

☑ Yes   ✕ No

Weapons

Every weapons have a specific profile defined as such:

- Charge: Each PP spent on that weapon for that turn adds 1 charge point.
- Short Range: Number of cells the weapon can reach short range.
- Middle Range: Number of cells the weapon can reach middle range.
- Long Range: Number of cells the weapon can reach long range. Also maximum range for the weapon to be used.
- Description of the cells on which the weapon can shoot.

☑ Yes   ✕ No

Shoot phase

• To shoot, a ship must have a clear view of its target. Any ship or obstacle can block that target view. To check the target view, we need to be able to trace a line between the shooter and its target without any obstacle.

• If the shooter has acquired a clear target, the ship will throw the dice equal to the number of charge points the weapons has. Of course the target must be within its effect zone and its weapon range.

• The dice obtaining at least able specific value are considered "a success". The basic value to obtain to win are as follows:
- Short range: 4+
- Middle range: 5+
- Long range: 6

• Each win will provoke a damage point on one or many targets. The damage points are first deducted to the target's shield, then to its hull points.

• Each weapon can only shoot once per turn. Of course, a ship can decide not to shoot.

- A shoot that reaches its target from the front or the back provokes an "enfilade shoot". An enfilade shoot will pass through a ship lengthwise bringing on catastrophic damages. To represent that case, a ship that shoot an enfilade shoot will reduce by 1 the value required on 1D6 to obtain success.

<div align="center">☑ Yes   ✕ No</div>

Movement phase

During this phase, a ship can move.

- The ship will rotate around the most central cell that compose that ship.
- A stationary ship can do a free turn before he starts to move.
- A ship can only move at maximum the number of cells matching its given speed (with the additional PP spent on speed for the turn).
- A ship must always move to an equal or superior amount of cells matching its given handling.
- If during the last turn a ship has moved exactly the amount of cells corresponding to its given handling, the ship can stay stationary this turn.
- A Stationary ship can move a number of cells inferior to its given handling. It's the only case where it is allowed to move less cells that its given speed. If it does that the ship won't be considered stationary on next turn.
- A ship can make a turn each time it has moved a bigger or equal number of cells that its given handling.

<div align="center">☑ Yes   ✕ No</div>

Ratings

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

<div align="center">✔ Ok</div>

▌ Empty work   ▲ Incomplete work   🗨 No author file   ☠ Invalid compilation   🗐 Norme

🖫 Cheat   ♟ Crash   ⊘ Forbidden function

Conclusion

Leave a comment on this evaluation

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Finish evaluation

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