

Sections

Preliminaries

Preliminary tests

Check the following points:

- The access conditions to the defence are respected (an empty repository, non functioning, a Norm error, cheating etc.)

See above.

- The author file is present and valid.
- No forbidden functions used. (Unless justified for a bonus)
- A functioning Makefile that contains the usual rules is present and only relinks when necessary.
- Presence after compilation of the binary fdf

✓ Yes

✗ No

Features

Error management

Test fdf without parameters, with too many parameters, a non-existing file or on which you have no rights. If the management is correct, then it's all good.

✓ Yes

✗ No

Graphic

- A window opens
- Something is drawn in the window
- Press ESC and cleanly get out of the program.
- When the Expose event is received, what is in the window is redrawn

✓ Yes

✗ No

Trace

- Use a flat map with nothing but 0, sized 4x4. We have a flat wireframe grid with a projection that is used to give a 3D concept
- Same map, with 1 point at a different altitude. Check that the result corresponds and that the 3D feel is present.

✓ Yes

✗ No

Heavy stuff

- Check the results using bigger maps: 42.fdf given with the subject, and with a random 16x16 map.

✓ Yes

✗ No

Heavier stuff

Test with bigger maps, heavier, either from those given with the subject, or from your own. Be logical and stay compatible between what could contain your map (colors for example) and what the program you are correcting can do.

✓ Yes

✗ No

Graphic responsive

If during the last test, with heavy maps, graphics stay fluid and pleasant then it's cool.

✓ Yes

✗ No

Bonus

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Depending on the bonuses available, give out more or less points:

- The size of the window is determined according to the size of the

- Both are possible simultaneously
- Colors, eventually according to altitude
- Hidden faces
- Zoom front/back (with the mouse wheel for example)
- 90 degrees rotation
- Fluid rotation from any random angle
- Random position of the eye.
- Multiple projection possible
- Many additional stuff



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

Ratings

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



Ok



Empty work



Incomplete work



No author file



Invalid compilation



Norme



Cheat



Crash

Conclusion

Leave a comment on this correction

*** (required) Comment**

Finish correction