

--	Celaya Bassas Pol Liñán García Biel
Group	9 https://github.com/pcelaya/ValleyofDeath
Grade (10)	7.5
Features (70%)	7.20
Design a map based on Tiled TMX map and the functions to load and draw (orthographic)	8
Platform colliders have to be defined as a layer in the map and are created dynamically at loading time using Box2D.	10
Player movement and jumping using Box2D physics. <ul style="list-style-type: none"> o The Player must hereby from a base Entity class and an EntityManager class must manage it (Initialize, include in a list, Update, Draw, CleanUp...) o Player walk/jump/die animations o Player controls (keyboard): <ul style="list-style-type: none"> ■ WASD keys for movement ■ SPACE for jump 	7
Config file loading - read modules and entity parameters from external file <ul style="list-style-type: none"> o Player parameters (initial position, speed, tiles) o Animations sets o Texture and audio paths o (!) The code should not include hard-coded paths 	6
Game should be capped to stable 60 frames per second without vsync. <ul style="list-style-type: none"> o (!) You must set the window title to show the information: FPS / Avg. FPS / Last-frame MS / Vsync: on/off 	5
The game should have all its movement normalized using dt (deltaTime), so in slow/fast machines it would keep the same movement speed. (!) To test, Set different fricap values in config.xml (e.g. 16, 32, 64) and all the elements should move at the same speed.	Not evaluated
Comments	<ul style="list-style-type: none"> - The level design is a bit short (given that the player move so fast) - The colliders are loaded dinamically and very optimal using rectangles. The debug should not be active by default - The player movement is nice, but the jump is to fast and also I would reduce a bit the speed of movement - Why the camera does not follow the player on the first part? - Some information of the player animation is on the config file, but all animation info is stiiil in the code - Cannot switch FPS rate with F11
Coding and project organization (15%)	8
Code structure, comments and documentation, naming (classes, functions, variables)	- The code should be documented, at least complex function like player update
Team work (10%)	10
Comments	The division of work does not look balanced. Both should assume coding work. For next assigment this should be fixed
Follow-up submission rules (5%)	5.2
F1/F2 Start from the first/second level	7
<ul style="list-style-type: none"> ● F3 Start from the beginning of the current level ● F9 Visualize the colliders / logic ● F10 God Mode (fly around, cannot be killed) ● F11 Enable/Disable FPS cap to 30 	
Published in GitHub	7
Release documentation	8
Release folder structure and naming conventions:	4
Release Execution	0
Comments	<ul style="list-style-type: none"> - The release documentation should include teh features and controls - The relase should only contain binarie, not the VS solution. IN gitHub is not published the build and teh zip does not include .exe - The God Mode is not working as expected