

SCALE FOR PROJECT

JAVA / RUSH 01

Introduction

The methodology of School 21 makes sense only if peer-to-peer assessments are done seriously. This document will help you to do it properly.

- Please, stay courteous, polite, respectful and constructive in all communications during this assessment. The bond of trust between community 21 and you depends on it.
- Highlight possible malfunctions of the work done by the person and take the time to discuss and debate it.
- Keep in mind that sometimes there can be differences in interpretation of the tasks and the scope of features. Please, stay open-minded to the vision of the other.

Guidelines

- Evaluate only the files that are on the GIT repository of the student or group.
- Doublecheck that the GIT repository is the one corresponding to the student or the group as long as to the project.
- Meticulously check that nothing malicious has been used to mislead you and have you assess something except the content of the official repository.
- If you have not finished the project yet, it is compulsory to read the entire instruction before starting the review.
- Use the special flags in the scale to report an empty or non-functional solution as long as a case of cheating. In these cases, the assessment is completed and the final grade is 0 (or in a case of cheating is -42). However, except for a case of cheating, you are encouraged to continue reviewing the project to identify the problems that caused the situation in order to avoid them for the next assessment.
- You must stop giving points from the first wrong exercise even if the following exercises are correct.

Attachments

- [The exercises](#)

Preliminaries

Respect the rules:

- The repository contains the work of the student (or group).
- The student is able to explain their work at any time during the assessment.
- The general rules are respected throughout the assessment.

Yes | No

Exercise 00 - Tanks!

1. Присутствует файл README.md?
2. Корректное выполнение инструкций файла README.md приводит к получению собранных архивов приложений?
3. Клиент игры запускается путем нажатия на файл?
4. Имеется возможность выбора IP и порта сервера для подключения игрока?
5. Движение танком возможно, только когда оба клиента подключены к серверу?
6. Танк пользователя всегда снизу?
7. Интерфейс предусматривает изменение “полоски здоровья”?
8. Движение танка непрерывно, если зажата соответствующая клавиша?
9. Танк не выходит за игровое поле?
10. Выстрел происходит при однократном нажатии на пробел?
11. Отсутствуют “фризы” в игре?
12. В конце игры выводится статистика выстрелов, попаданий и промахов?
13. Статистика по всем играм сохраняется в СУБД?

Yes | No