SCALE FOR PROJECT LEM-IPC (/PROJECTS/42CURSUS-LEM-IPC)

You should evaluate 1 student in this team

★

Git repository

```
git@vogsphere.42nice.fr:vogsphere/intra-uuid-fcfc2119-58e4-4e8!
```

Guidelines

Now you know the principle of peer-evaluation. If not, find the instructions about the peer-evaluation state of mind in the document dedicated to e-learning.

First make sure that:

- There is a turn-in (in the git repo)
- the author file is valid.
- The Makefile is present and it does compile the lemipc executable.
- There is no norm flaw, the norminette prevailing.
- There is no cheating (prohibited functions, students must be able to explain their codes...)

If one of the conditions has not been met, evaluation stops. You should nevertheless keep discussing the project, mais you won't mind the grading system.

Attachments

📄 subject.pdf (https://cdn.intra.42.fr/pdf/pdf/142226/en.subject.pdf)

📄 faq.en.txt (https://cdn.intra.42.fr/document/document/28007/faq.en.txt)

📄 faq.fr.txt (https://cdn.intra.42.fr/document/document/28008/faq.fr.txt)

Functionality tests

Game binaries

Do we have only one binary (except maybe the map display)?

✓ Yes   ✗ No

The board

Is the board present at the first execution?

✓ Yes   ✗ No

Multi-teams

Run the binary several times. Several teams made of several players appear on the board?

✓ Yes   ✗ No

Players

Players move around the board, it moves, something happens?

⊘ Yes   ✕ No

Player's death

Players die when they're surrounded?

⊘ Yes   ✕ No

Communication between players

Informations are exchanged between players' processes?

⊘ Yes   ✕ No

Research strategy

Research strategy aiming at an opponent is present?

⊘ Yes   ✕ No

Map display

Is there a display for the map?

⊘ Yes   ✕ No

Implementation

SHM creation

Has the shared memory segment been created?

⊘ Yes   ✕ No

SHM use

Is the shared memory segment properly used?

⊘ Yes   ✕ No

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semaphores creation

Are semaphores created to manage the competitive access to shared resources?

⊘ Yes   ✕ No

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semaphores use

Are semaphores properly used?

⊘ Yes   ✕ No

MSGQ creation

Are queue message correctly created?

⊘ Yes   ✕ No

MSGQ use

Are queue messages properly used?

☑ Yes   ✕ No

IPC destruction at the end of the game

All the IPCs are freed at the end of the game by the last process quitting
(except for the graphic process that must not crash if there is no
map left)?
By "normal" ending, we mean the condition you chose for the game to end.
For instance, when there is just one player left on the board.

☑ Yes   ✕ No

IPC destruction in case of premature stop

All the IPCs are freed when pressing ctrl+C?

☑ Yes   ✕ No

Bonus

Bonus applies if and only if all the mandatory requirements have been completed.

Graphic bonus

Is the graphic interface pleasant, good looking, intuitive... ?

☑ Yes   ✕ No

Additional bonus

In this part, you can count up to 5 different additional functionalities.

Additional bonuses must be:

- At least a little useful (at your discretion)
- Well implemented and 100% functionnal.

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

Ratings

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

✔ Ok   ★ Outstanding project

Empty work   ⊕ Invalid compilation   ⧉ Cheat   ♟ Crash   👤 Incomplete group

🚫 Forbidden function   💬 Can't support / explain code

Conclusion

Leave a comment on this evaluation (2048 chars max)

Finish evaluation