

(https://profile.intra.42.fr)

Remember that the quality of the defenses, hence the quality of the of the school on the labor market depends on you. The remote defences during the Covid crisis allows more flexibility so you can progress into your curriculum, but also brings more risks of cheat, injustice, laziness, that will harm everyone's skills development. We do count on your maturity and wisdom during these remote defenses for the benefits of the entire community.

SCALE FOR PROJECT SO_LONG (/PROJECTS/SO_LONG)

You should evaluate 1 student in this team



Git repository

`git@vogosphere.42seoul.kr:vogosphere/intra-uuid-8fe96f98-15da`



Introduction

Please respect the following rules:




- Remain polite, courteous, respectful, and constructive throughout the evaluation process. The well-being of the community depends on it.
- Identify with the person (or the group) evaluated the eventual dysfunctions of the work. Take the time to discuss and debate the problems you have identified.
- You must consider that there might be some difference in how your peers might have understood the project's instructions and the scope of its functionalities.

Guidelines

- Only grade the work that is in the student or group's GiT repository master branch and last commit.
- Double-check that the GiT repository belongs to the student or the group. Ensure that the work is for the relevant project and also check that "git clone" is used in an empty folder.

- Check carefully that no malicious aliases were used to fool you and make you evaluate something other than the content of the official repository.
- To avoid any surprises, carefully check that both the evaluating and the evaluated students have reviewed the possible scripts used to facilitate the grading.
- If the evaluating student has not completed that particular project yet, it is mandatory for this student to read the entire subject before starting the defense.
- Use the flags available on this scale to signal an empty repository, the non-functioning program, crash, norm error, invalid compilation, cheating, etc.
- You must also verify the absence of memory leaks. Any memory allocated on the heap must be properly freed.

Attachments

-  subject.pdf (<https://cdn.intra.42.fr/pdf/pdf/24614/en.subject.pdf>)
-  minilibx_opengl.tgz (/uploads/document/document/3887/minilibx_opengl.tgz)
-  minilibx_mms_20200219_beta.tgz
(/uploads/document/document/3888/minilibx_mms_20200219_beta.tgz)

Mandatory part

Executable name

Check that the project compiles well (without re-link) when you execute the `make` command and that the executable name is `so_long`.

If not use the invalid compilation flag at the end of the scale.

 Yes

 No

Map reading

- use different maps.
- test with different sizes.
- test with different line sizes.

Also, check that the program returns an error and exits properly when

the configuration file is misconfigured (for example an unknown key, double keys, an invalid path..).

If not, the defense is over and use the appropriate flag incomplete work, crash...

☒ Yes

☐ No

Technical elements of the display

We're going to evaluate the technical elements of the display.

Check that the level is a valid representation of the map used as parameter.

- A window must open at the launch of the program.

It must stay open during the whole execution.

- Hide all or part of the window either by using another window or by using the screen's borders, then minimize the windows and maximize it back. In all cases, the content of the window must remain consistent.

☒ Yes

☐ No

User basic events

In this section, we're going to evaluate the program's user generated events. Execute the 3 following tests. If at least one fails, this means that no points will be awarded for this section. Move to the next one.

- Click the red cross at the top left of the window. The window must close and the program must exit cleanly.

- Press the ESC key. The window must close and the program must exit cleanly. In the case of this test, we will accept that another key exits the program, for example, Q.

- Press the four arrow keys (we'll accept WASD or ZQSD keys) in the order of your liking. Each key press must render a visible result on the window(player's movement).

☒ Yes

☐ No

Movements

In this section, we'll evaluate the implementation of the player's movement.

Execute the 5 following tests. If at least one fails, this means that no points will be awarded for this section.

Move to the next one.

- The player's spawning position must be in accordance with the map file.
- Press the arrows keys to move in every direction on the map.
- is the game "playable"?

☒ Yes☐ No

Walls & Sprites

In this section, we'll evaluate the map representation.
Execute the following tests. If at least one fails, this means that no points will be awarded for this section.
Move to the next one.

- The wall's texture is well placed and the player cannot go through it.
- The collectible's texture is well placed and the player can pick it by walking on it.
- The Exit texture is well placed and the player can finish the game by walking on it but only after picking every collectible.
- The player texture is well placed and can move in every direction except into the walls.

☒ Yes☐ No

Counter

In this section, we'll evaluate the gameplay elements.
Execute the following tests. If at least one fails, this means that no points will be awarded for this section.
Move to the next one.

- There's a small counter displayed on the shell that counts how many movements the player did.

☒ Yes☐ No

Image usage

The program use `mlx_put_image_to_window` and not `mlx put pixel` !

☒ Yes☐ No

Bonus

We will look at your bonuses if and only if your mandatory part is excellent. This means that you must complete the mandatory part, beginning to end, and your error management must be flawless, even in cases of twisted or bad usage. So if the mandatory part didn't score all the points during this defense bonuses will be totally ignored.

Enemies

enemy patrols that cause the player to lose in case of contact.

✓ Yes

✗ No

Draw calls

There's some sprite animation.

You need to explain what it is and how you did it.

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



GUI

The counter of movement is rendered on the screen using texture or mlx_put_string.

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

💬 No author file

🧠 Invalid compilation

📖 Norme

💻 Cheat

💥 Crash

💧 Leaks

🚫 Forbidden function

Conclusion

Leave a comment on this evaluation



Finish evaluation

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