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Red Tetris\_2020-08-11

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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 RED TETRIS (/PROJECTS/RED-TETRIS)

### Comments

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### Introduction

We ask you for the smooth running of this evaluation to respect the following rules:



- Remain courteous, polite, respectful and constructive in all situations during this exchange. The bond of trust between the community 42 and you depends on it.
- Highlight to the person (or group) noted the possible dysfunctions of the work delivered, and take the time to discuss and debate them.
- Accept that there may sometimes be differences of interpretation on the requests of the subject or the extent of the functionalities. Stay open-minded to the other person's vision (is he or she right or wrong?), And rate the most honestly possible. The pedagogy of 42 only makes sense if the peer-evaluation is done seriously.

# Guidelines

- You should only review what is on the student or group's GiT rendering repository .
- Take care to check that the GiT repository is the one corresponding to the student or to the group, and to the project.
- Check carefully that no malicious aliases have been used to mislead you and have you evaluated other than the contents of the official repository.
- Any script supposed to facilitate the evaluation provided by one of the two parties must be rigorously checked by the other party to avoid unpleasant surprises.
- If the student corrector has not yet done this project, it is mandatory for this student to read the whole subject before starting this defense.
- Use the flags available on this scale to report an empty, non-functional rendering, a fault in the standard, a case of cheating, etc. In this case, the evaluation is over and the final mark is 0 (or -42 in the special case of cheating). However, except in the event of cheating, you are encouraged to continue discussing the work done (or not done precisely) to identify the problems that led to this situation and avoid them for the next report.

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## Attachments

-  Red Tetris (<https://cdn.intra.42.fr/pdf/pdf/11906/red-tetris.en.pdf>)
-  Red Tetris (<https://cdn.intra.42.fr/pdf/pdf/11849/red-tetris.en.pdf>)

## Game Features

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### Solitaire game launch

A player can join a new game alone and start it.  
The URL for accessing a part conforms to the doc (hash-based).  
ex. : `http: // : / # [ ]`

 Yes

 No

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### Launching the game in multiplayer mode

Several players can join a new game, and only the first can start it.

A player cannot join a game during the game.

The game conforms to the principles of tetris.

A game is over when there is only one player left

☒ Yes

☐ No

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### Relaunch a game

At the end of a game, only the player who came first in the game can restart it.

If the player who came first in the game leaves, a new player takes his role and can start a new game.

After the end of a game and before relaunching it, new players may be admitted to it.

☒ Yes

☐ No

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### Distribution of pieces

During a game all players receive the same series of coins in the same positions and at the same coordinates.

☒ Yes

☐ No

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### Moving parts

The parts turn, move left, right, descend and fall as specified in the documentation.

It is possible to move a piece on the ground during a timer tick, except in the event of a fall.

☒ Yes

☐ No

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### Line injection

As soon as a player destroys lines, the opposing players receive in malus  $n - 1$  lines, then indestructible, which are inserted at the bottom of their field.

☒ Yes

☐ No

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## Graphic interface

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### Respect of HTML / DOM constraints

No "

" tag is used in the HTML as a grid or a flexbox layout should be used.

No use of DOM manipulation library

☒ Yes

☐ No

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### Spectra visualization

In multiplayer, it is possible to identify opponents by name and observe the specter of their terrain.

Every change in an opponent's stack is reflected in their specter.

☒ Yes

☐ No

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## Client implementation

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### Implementation of Socket.io

The use of socket.io must be implemented.

Ask the student(s) about the use of middleware to manage the sending and receiving of messages.

☒ Yes

☐ No

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### Functional programming

No calls to `this` except to define new subclasses of `Error`

All logic related to handling heap and parts should be written as pure functions.

☒ Yes

☐ No

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## Server implementation

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### Object Oriented Programming

Server logic for managing games and players must be implemented in the form of object programming

☒ Yes

☐ No

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## Unit tests

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### Sufficient coverage

The `npm run coverage` command (or any other command to run the unit test) must indicate that the tests cover at least 70% of statements, functions, lines and at least 50% of branches.

☒ Yes☐ No

## Ratings

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

☐ Empty work☐ Incomplete work☐ No author file☐ Invalid compilation☐ Cheat☐ Crash☐ Forbidden function

## Conclusion

Leave a comment on this evaluation

Preview!!!

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