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Scale for project FdF (/projects/fdf)
You should correct 1 student in this team

★

Git repository

vogsphere@vgs.42.us.org:intra/2016/activities/fdf/dhuang

Introduction

Please respect the following rules:

- Remain polite, courteous, respectful and constructive
throughout the correction process. The well-being of the community
depends on it.

- Identify with the person (or the group) graded 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. Stay open minded to the vision
of the other (is he/she right or wrong) and grade him as
honestly as possible. The pedagogy is valid only and
only if peer-evaluation is conducted seriously.

Guidelines

- You must grade only what is in the student's or the
group's GiT repository.

- Please double-check that the GiT repository belongs to the student
or the group. Ensure that it is for the relevant project and
finally check that "git clone" is used in an empty folder.

- Check carefully that no malicious aliases was used to fool you
and make you evaluate something else than the content of the
official repository.

- To avoid any bad surprises, carefully check that both the correcting
and the corrected students have reviewed the possible scripts used
to facilitate the grading.

- If the correcting student has not yet completed that particular
project, it is mandatory for this student to read the entire subject
prior to starting the defence.

- Use the flags available on this scale to signal an empty repository,
non-functioning program, a norm error, cheating etc. In that case, the
grading is over and the final grade is 0 (or -42 in case of
cheating). However - with the exception of cheating - you are
encouraged to continue to discuss the work done (or unfinished)
in order to identify any issues that lead to that
situation and avoid them for the next submit project.

Attachments

Subject (https://cdn.intra.42.fr/pdf/pdf/881/fdf.en.pdf)   test_maps.zip (/uploads/document/document/6/test_maps.zip)

X11 Minilibx sources (/uploads/document/document/7/sources.tgz)   fdf demo (/uploads/document/document/22/fdf.tgz)

MacOSX MinilibX sources (El Capitan) (/uploads/document/document/287/minilibx_macos_20151105.tgz)

MinilibX MacOS Sierra - Sources (/uploads/document/document/356/minilibx_macos_sierra_20161017.tgz)

Sections

Preliminaries

Preliminary tests

Check the following points:
- The access conditions to the defence are respected (an empty
repository, non functioning, a Norm error, cheating etc.)
See above.

- The author file is present and valid.
- No forbidden functions used. (Unless justified for a
bonus)
- A functioning Makefile that contains the usual rules is present and
only relinks when necessary.
- Presence after compilation of the binary fdf

✓ Yes   ✕ No

Features

Error management

Test fdf without parameters, with too many parameters, a non-
existing file or on which you have no rights. If the management
is correct, then it's all good.

✓ Yes   ✕ No

Graphic

- A window opens
- Something is drawn in the window
- Press ESC and cleanly get out of the program.
- When the Expose event is received, what is in the
window is redrawn

✓ Yes   ✕ No

Trace

- Use a flat map with nothing but 0, sized 4x4. We have a flat
wireframe grid with a projection that is used to give a 3D concept
- Same map, with 1 point at a different altitude. Check that the
result corresponds and that the 3D feel is present.

✓ Yes   ✕ No

Heavy stuff

- Check the results using bigger maps: 42.fdf given with the subject,
and with a random 16x16 map.

✓ Yes   ✕ No

Heavier stuff

Test with bigger maps, heavier, either from those given with the subject,
or from your own. Be logical and stay compatible between what could contain
your map (colors for example) and what the program you are correcting can
do.

✓ Yes   ✕ No

Graphic responsive

If during the last test, with heavy maps, graphics stay fluid and
pleasant then it's cool.

✓ Yes   ✕ No

Bonus

Bonus

Depending on the bonuses available, give out more or less points:
- The size of the window is determined according to the size of the
map.

- The size of the grid scale changes to match the size of the window
- Both are possible simultaneously
- Colors, eventually according to altitude
- Hidden faces
- Zoom front/back (with the mouse wheel for example)
- 90 degrees rotation
- Fluid rotation from any random angle
- Random position of the eye.
- Multiple projection possible
- Many additional stuff

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

Ratings

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

✔ Ok   ▮ Empty work   ▮ Incomplete work   💬 No author file   ⊕ Invalid compilation   ♫ Norme   ▰ Cheat   ♔ Crash

Conclusion

Leave a comment on this correction

* (required) Comment

[   ]

[Finish correction   ]