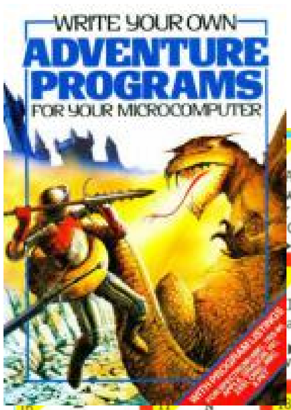
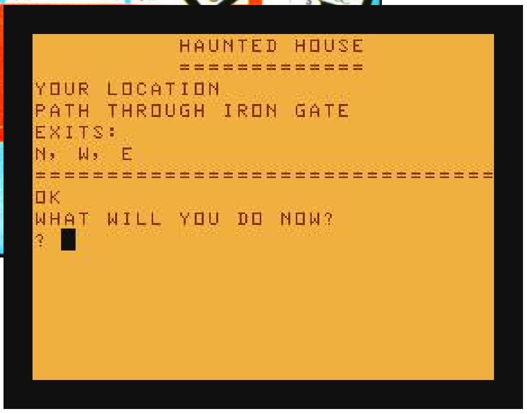
LOW-LEVEL PROGRAMMING FOR GAMES
BasicReb0rn Game: Feedback Sheet

Student ID: 18014180



WOODPILE
YARD
WEEDPATCH
FOREST
THICK FOREST
BLASTED TREE
KITCHEN
SCULLERY DOOR
DUSTY ROOM
REAR TURRET ROOM
CLEARING
PATH
SIDE OF HOUSE
BACK OF HALLWAY
DARK ALCOVE
SMALL DARK ROOM
SPIRAL STAIRCASE
WIDE PASSAGE
SLIPPERY STEPS
CLIFFTOP
CRUMBLING WALL
GLOOMY PASSAGE
POOL OF LIGHT
VAULTED HALL
HALL WITH LOCKED DOOR
TROPHY ROOM
CELLAR
CLIFF PATH
CUPBOARD
FRONT HALL
SITTING ROOM
SECRET ROOM
STEEP MARBLE STAIRS
DINING ROOM
DEEP CELLAR
CLIFF PATH
CLOSET
FRONT LOBBY
LIBRARY
STUDY
COBWEBBY ROOM
COLD CHAMBER
SPOOKY ROOM
CLIFF PATH BY MARSH
VERANDAH
FRONT PORCH
FRONT TOWER
SLOPING CORRIDOR
UPPER GALLERY
TWISTED RAILINGS
PATH
PATH BY RAILINGS
BENEATH TOWER
DEBRIS



```
        HAUNTED HOUSE
        =============
YOUR LOCATION
PATH THROUGH IRON GATE
EXITS:
N, W, E
======================================
OK
WHAT WILL YOU DO NOW?
?
```

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19/20

LOW-LEVEL PROGRAMMING FOR GAMES

TECHNICAL	
COMPLIANCE WITH THE CODING STANDARD	YES
BUILD WORKING AND FREE OF COMPILER WARNINGS	YES
OOP USED CORRECTLY (INHERITANCE VS COMPOSITION)	MOSTLY
GOOD USE OF MODERN C++	NO
WELL STRUCTURED	YES
FREE OF OBVIOUS BUGS AND LEAKS	YES
	☆☆☆☆☆

GAMEPLAY	
FULLY PLAYABLE	YES
PAYS HOMAGE TO THE ORIGINAL	YES
FREE OF OBVIOUS BUGS AND/OR CRASHES	YES
REPLAY VALUE PRESENT	NO
GAME BALANCED AND POLISHED	NO
	☆☆☆

PROFESSIONALISIM	
GDD PRESENT	YES
TDD PRESENT	YES
MAP WITH WALKTHROUGH	YES
GAMEPLAY VIDEOS	YES
VERSION CONTROL USE	YES
	☆☆☆☆☆

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COMMENTS / GRADE

All supporting documentation is present and well presented. There is relevant discussion around design and technical aspects. It will be good to see how the code-base resembles the original OOP design.

Game builds and plays as you'd expect. Movement and interaction with items is present. The game does not appear to have any major bugs. I would say though, that its presentation leaves a lot to be desired. The font is hard to read and scaled heavily. Consider the use of a different font or change the colours. There are some quality-of-life features added but nothing too dramatic. You could have used a larger resolution and presented a map or inventory on the play screen to make it easier for the player. A functional port, but with room for improvement.

Static build checks show a code-base which has no major issues, however, there are some instances where the code complexity is creeping up, but nothing egregious.

FINAL GRADE	
	☆☆☆☆☆

Technically speaking the code-base is well designed and laid out. It was easy to reason and follow what each class was up to. The data-loading has helped immensely to simplify the game code. There is still room for improvement though; reduce magic numbers, use std::array and other modern C++, expand on classes i.e. Player.

Good work, with room for improvement.

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MARKING CRITERIA

The grading of this assignment will be PASS/FAIL with the opportunity to obtain a DISTINCTION. Those who pass will receive 60% of the grade, those who achieve a distinction will obtain 100%. This assignment will be using a reduced skill-set tariff due to the DISTINCTION/PASS/FAIL nature of the assignment:

GRADING CRITERIA	
FAIL [0%] ☆	The ported game is in a poor state. It is buggy, unreliable or near impossible to play. There has been no attempt to improve upon the issues in the original The code-base is badly designed, it lacks organisation and does not attempt to make use of modern day paradigms such as OOP. There are egregious issues such as memory leaks or long and hard-to-reason functions. The GDD/TDD and time-lapse videos are absent or of a very poor standard.
PASS [60%] ☆☆☆	This is a good port of the original game. It has much of the original's feel, but none of this bugs. This is instantly identifiable as a solid port.The code-base is solid, well structured and attempts to embrace the OOP design philosophy. There are no memory leaks and correct use of the STL and the STD library is evident. TDD/GDD and time-lapse videos are present and have a good level of attention to detail.
DISTINCTION [100%] ☆☆☆☆☆	A superb port has been achieved. The game's various weaknesses have been addressed, there is effort to improve the mechanics and extend the game-play. The code-base passes all CI checks, is well designed and a joy to read. It's easy to follow and makes good and correct of use of STL containers and objects like unique pointers. The documentation is well presented and sets out the ideas coveted in the port. The accompanying PR materials and project plan are present.

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