gsebaets

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

(https://profile.intra.42.fr/searches)
SCALE FOR PROJECT FILLER (/PROJECTS/FILLER)

You should correct 1 student in this team

★

Git repository

```
vogsphere@vogsphere.42.fr:intra/2018/activities/filler/swil  📋
```

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. Always keep an open mind and grade
him/her as honestly as possible. The pedagogy is valid only and
only if peer-evaluation is conducted seriously.
fr: "\r\nNous vous demandons pour le bon déroulement de cette évaluation de\r\nrespecter
les règles suivantes :\r\n\r\n- Restez courtois, polis, respectueux et constructifs
en toutes\r\n situations lors de cet échange. Le lien de confiance entre la\r\n
\ communauté 42 et vous en dépend.\r\n\r\n- Mettez en évidence auprès de la personne
(ou du groupe) notée les\r\n dysfonctionnements éventuels du travail rendu, et
prenez le temps\r\n d'en discuter et d'en débattre.\r\n\r\n- Acceptez qu'il puisse
y avoir parfois des différences\r\n d'interprétation sur les demandes du sujet
ou l'étendue des\r\n fonctionnalités. Restez ouvert d'esprit face à la vision
de\r\n l'autre (a-t-il ou elle raison ou tort ?), et notez le plus\r\n honnêtement
possible. La pédagogie de 42 n'a de sens que si\r\n la peer-évaluation est faite
sérieusement.\r\n"

Guidelines

- Only grade the work that is in the student or group's
GiT repository.

- 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 was 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 correcting
and the corrected students have reviewed the possible scripts used
to facilitate the grading.

- If the correcting student has not completed that particular
project yet, 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 these cases,
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 your work (even if you have not
finished it) in order to identify any issues that may have caused
this failure and avoid repeating the same mistake in the future.

Attachments

⬒ Subject (https://cdn.intra.42.fr/pdf/pdf/649/filler.ro.pdf)

⬒ Sujet (https://cdn.intra.42.fr/pdf/pdf/634/filler.fr.pdf)

⬒ Subject (https://cdn.intra.42.fr/pdf/pdf/884/filler.en.pdf)

⬒ Resources (/uploads/document/document/321/resources.zip)

Preliminaries

*Reminder : Remember that for the duration of the defence, no segfault, nor other unexpected, premature,
uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule
is active thoughout the whole defence.*

Author file

Check that the author file is at the root of the repository
and formatted as explained in the subject. If not defence is
finished and final grade is 0.

    ☑ Yes   ✕ No

Champely.filler on map00

We're evaluating here performances of the player submitted
against the reference player "champely.filler".

- Download champely.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
champely.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

        ⊘ Yes   ✕ No

Champely.filler on map01

We're evaluating here performances of the player submitted
against the reference player "champely.filler".

- Download champely.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
champely.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

        ⊘ Yes   ✕ No

Champely.filler on map02

We're evaluating here performances of the player submitted
against the reference player "champely.filler".

- Download champely.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
champely.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

        ⊘ Yes   ✕ No

Abanlin.filler on map00

We're evaluating here performances of the player submitted
against the reference player "abanlin.filler".

- Download abanlin.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
abanlin.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Abanlin.filler on map01

We're evaluating here performances of the player submitted
against the reference player "abanlin.filler".

- Download abanlin.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
abanlin.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Abanlin.filler on map02

We're evaluating here performances of the player submitted
against the reference player "abanlin.filler".

- Download abanlin.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
abanlin.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Hcao.filler on map00

We're evaluating here performances of the player submitted
against the reference player "hcao.filler".

- Download hcao.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5)

times keeping score each round.

If the submitted player lost 3 times or more against player
hcao.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Hcao.filler on map01

We're evaluating here performances of the player submitted
against the reference player "hcao.filler".

- Download hcao.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
hcao.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Hcao.filler on map02

We're evaluating here performances of the player submitted
against the reference player "hcao.filler".

- Download hcao.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
hcao.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Grati.filler on map00

We're evaluating here performances of the player submitted
against the reference player "grati.filler".

- Download grati.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
grati.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Grati.filler on map01

We're evaluating here performances of the player submitted
against the reference player "grati.filler".

- Download grati.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
grati.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Grati.filler on map02

We're evaluating here performances of the player submitted
against the reference player "grati.filler".

- Download grati.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
grati.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Carli.filler on map00

We're evaluating here performances of the player submitted
against the reference player "carli.filler".

- Download carli.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
carli.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Carli.filler on map01

We're evaluating here performances of the player submitted
against the reference player "carli.filler".

- Download carli.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
carli.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Carli.filler on map02

We're evaluating here performances of the player submitted
against the reference player "carli.filler".

- Download carli.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
carli.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Superjeannot.filler on map00

We're evaluating here performances of the player submitted
against the reference player "superjeannot.filler".

- Download superjeannot.filler and map00 from the intranet.

- Run the VM with these 2 champions using map00 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player

superjeannot.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Superjeannot.filler on map01

We're evaluating here performances of the player submitted
against the reference player "superjeannot.filler".

- Download superjeannot.filler and map01 from the intranet.

- Run the VM with these 2 champions using map01 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
superjeannot.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Superjeannot.filler on map02

We're evaluating here performances of the player submitted
against the reference player "superjeannot.filler".

- Download superjeannot.filler and map02 from the intranet.

- Run the VM with these 2 champions using map02 five (5)
times keeping score each round.

If the submitted player lost 3 times or more against player
superjeannot.filler, this section is considered failed and
defence stops. You can still continue tests for the sake
of sports, but no more points will be attributed.

⊘ Yes   ✕ No

Bonus

*Reminder : Remember that for the duration of the defence, no segfault, nor other unexpected, premature,
uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag. This rule
is active thoughout the whole defence. We will look at your bonuses if and only if your mandatory part is
EXCELLENT. This means that your 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 point during this
defence bonuses will be totally IGNORED.*

Graphic visualizer

The VM displays player's moves on the terminal, but it's possible that your player's program also displays informations received from the VM in a nice graphic interface with awesome visual effects.

We could also imagine another way to do it, an addictionnal program neither the VM nor the player's program that would read what the VM displays on the standard output and display those information on a nice graphic interface with as much awesomeness..

Whichever solution choose, if there is a graphic interface and if it's useful and accomplished, this section is validated.

⊘ Yes   ✕ No

Additionnal bonuses

For any additionnal bonus that you judge well implemented, you can add points here.

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   ▤ Incomplete work   💬 No author file   💀 Invalid compilation   ⬛ Norme

⬛ Cheat   ☢ Crash   💧 Leaks

Conclusion

Leave a comment on this evaluation

[   ]

[**Finish evaluation**]