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SCALE FOR PROJECT FT_MINECRAFT (/PROJECTS/FT_MINECRAFT)

You should evaluate 2 students in this team



Git repository

`git@vogsphere.42angouleme.fr:vogsphere/intra-uuid-1927bc36-a5c4`



Introduction

- Remain polite, courteous, respectful, and constructive throughout the evaluation process.
- Identify any issues with the work, discuss them openly, and try to understand different perspectives.
- Always keep an open mind and evaluate as honestly as possible to maintain the quality of the peer-review process.

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 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 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.
- Remember that for the duration of the defence, no segfault, no other unexpected, premature, uncontrolled or unexpected termination of the program, else the final grade is 0. Use the appropriate flag.
You should never have to edit any file except the configuration file if it exists.
If you want to edit a file, take the time to explicit the reasons with the evaluated student and make sure both of you are okay with this.
- You must also verify the absence of memory leaks. Any memory allocated on the heap must be properly freed before the end of execution.
You are allowed to use any of the different tools available on the computer, such as leaks, valgrind, or e_fence. In case of memory leaks, tick the appropriate flag.
- In case any section of the evaluation is not completed, the project will not be validated.

Attachments

-  [subject.pdf](https://cdn.intra.42.fr/pdf/pdf/164015/en.subject.pdf) (https://cdn.intra.42.fr/pdf/pdf/164015/en.subject.pdf)
-  [video](https://www.youtube.com/watch?v=cyxdJwY7oPQ) (https://www.youtube.com/watch?v=cyxdJwY7oPQ)

Mandatory Part

All critical functionalities as described in the subject.

Compilation

Ensure the project compiles and starts correctly without errors.

 Yes  No

Debug Information

- A key must display real-time debug information: FPS, triangle count, chunk count, and more.

 Yes  No

Noise Generation

- Verify that the noise generation is implemented without external libraries and that the student their own implementation.

 Yes  No

Camera and Movements

- Running (2x speed) and fly-mode (20x speed when running) must be implemented.
- The keyboard should allow you to move forward, backward, strafe right, left.
- You should be able to turn 360 degrees, and look up and down with the mouse.
- The direction you're going should follow the camera direction.
- You can press a button to run. At least a 2x acceleration is required.
- You can press a button to toggle fly-mode.
- When flying, your running speed should be x20.

 Yes  No


Physics

- A basic gravity system is implemented, even in the simplest form : constant falling speed.
- A simple collision detection is implemented :
- You cannot pass through solid block at the exception of water.
- Sprites should be non-collidable (flowers, plants...).
- Simple and basic animations for all players and entities, like walking and attacking.

 Yes  No


World Size

- The world must be generated with at least 5,000,000 cubes on the XZ plane and maintain sn with a render distance of 260 blocks.

 Yes  No

Global Rendering

- A skybox or skyshader must be present. (If it's a skybox, the junctions must be perfect).
- A directional light with it's shadows are available (different implementation of shadows exists, you can ask how it was implemented).
- Ambient occlusion (SSAO).
- Farthest element in the world should be in the fog.

 Yes  No

Graphic Performances

- The game must maintain a minimum of 25 FPS at all times, even with bonuses.

✔ Yes

✗ No

Water

- You can go underwater and move,
- Water must be semi-transparent, ask how it was achieved.
- The visual rendering must be altered when underwater, it can be a different shader, a reduce a filter.

✔ Yes

✗ No

Multiplayer

- Multiple players can join the server and play at the same time.
- Ask how the server was implemented, for example, if all client generate the world and dispatch or if a central server generate everything and dispatch the created chunks individually to each
- Each player can see other connected player, and any associated actions happening in real time walking, destroying a block...
- All entities (monsters) must be synced between players.

✔ Yes

✗ No

Sounds

- The game contain ambient music and each biome have his own theme.
- The transition of musics between biomes is smooth and does not stop brutally from one theme
- The game contain overall sounds (walking, attacking, swimming, dying, placing/destroying block)
- Player, monster, and environmental sounds must be audible and spatially accurate.

✔ Yes

✗ No

Biomes

- There is at least 5 different biomes with unique geography, vegetation and terrain elevations.
- Each one must feel different to any other biomes.
- Transitions between biomes must be clean (feel natural and progressive, see subject).
- Ask how it was implemented.

✔ Yes

✗ No

Flora

- There is flora and trees around the world.
- The trees must be procedural, they can have a type, but each must be different to each other (height, width, shape, leaf density/form).
- Ask how it was implemented.

✔ Yes

✗ No

Caverns

- There is realistic caverns. It should not be a simple 3D noise, it should be a wormhole (or similar) in minecraft.
- There is natural cave entry formation that doesn't require to mine to enter them.
- There is chunks of ores inside caves that can be mined. Ores must be as chunks, as in minecraft just a basic random on each blocks.

✔ Yes

✗ No

World

- There is rivers running around the world.
- There is 3d clouds, it can either be some type of block with no interaction possible (only visual) or a shader.
- There is monsters roaming around the world (zombies, creeper, animals) that chase you when you are near.

- You can collect and place blocks in the world. Modification must be persistent between all pl

✓ Yes

✗ No

Bonus Part

Bonuses

Evaluate any additional features (1 point per identifiable bonus, or group of small bonuses) that you deem relevant and/or interesting, such as:

- Procedurally generated villages
- Crafting systems
- Realistic water simulation
- Growing plants
- Bow and arrow
- Nether portals
- Cross-platform compatibility
- Stereo sound
- Online map navigation (like Dynmap)



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

⚙️ Invalid compilation

💻 Cheat

💥 Crash

👤 In

⚠️ Concerning situation

💧 Leaks

🚫 Forbidden fur

Conclusion

Leave a comment on this evaluation (2048 chars max)

Finish evaluation

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