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kiroussa

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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/16402	15/en.subject.pdf)
Ensure the project compiles and starts correctly with	hout errors.
⊗ Yes	×No
Debug Information	
A key must display real-time debug informati	on: FPS, triangle count, chunk count, and more
⊘ Yes	×No
Noise Generation	
 Verify that the noise generation is implement their own implementation. 	ed without external libraries and that the studen
⊘ Yes	XNo
Camera and Movements	
 The keyboard should allow you to move form You should be able to turn 360 degrees, and The direction you're going should follow the orange of the you can press a button to run. At least a 2x are You can press a button to toggle fly-mode. When flying, your running speed should be x 	look up and down with the mouse. camera direction. acceleration is required.
⊗ Yes	×No
Planeira	
A basic gravity system is implemented, even A simple collision detection is implemented: You cannot pass through solid block at the e Sprites should be non-collidable (flowers, pla Simple and basic animations for all players a	xception of water. ants).
⊘ Yes	XNo
World Size	
The world must be generated with at least 5, with a render distance of 260 blocks.	000,000 cubes on the XZ plane and maintain s
⊘ Yes	×No
Global Rendering	
 A skybox or skyshader must be present. (If it A directional light with it's shadows are availa you can ask how it was implemented). Ambient occlusion (SSAO). 	's a skybox, the junctions must be perfect). able (different implementation of shadows exists

- Farthest element in the world should be in the fog.

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Graphic Performances

The game must maintain a minimum of 25 FPS at all times, even	en with bonuses.
⊗ Yes	XNo
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 b a filter. 	e a different shader, a reduce
	XNo
Multiplayer	
 Multiple players can join the server and play at the same time. Ask how the server was implemented, for example, if all client or if a central server generate everything and dispatch the creating and player can see other connected player, and any associate walking, destroying a block) All entities (monsters) must be synced between players. 	ted chunks individually to eac
⊗ Yes	×No
Sounds	
 The game contain ambient music and each biome have his own The transition of musics between biomes is smooth and does n The game contain overall sounds (walking, attacking, swimming Player, monster, and environmental sounds must be audible an 	ot stop brutally from one them g, dying, placing/destroying bl
	XNo
Biomes	
 There is at least 5 different biomes with unique geography, veg Each one must feel different to any other biomes. Transitions betweens biomes must be clean (feel natural and present the properties). 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 rheight, width, shape, leaf density/form). Ask how it was implemented. 	nust be different to each othe
⊗ Yes	XNo
Caverns	
 There is realistic caverns. It should not be a simple 3D noise, it minecraft. There is natural cave entry formation that doesn't require to mir There is chunks of ores inside caves that can be mined. Ores n just a basic random on each blocks. 	ne to enter them.
⊗ Yes	×No

World

- $\bullet\,$ 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 shader).
- There is monsters roaming around the world (zombies, creeper, animals) that chase you whe

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

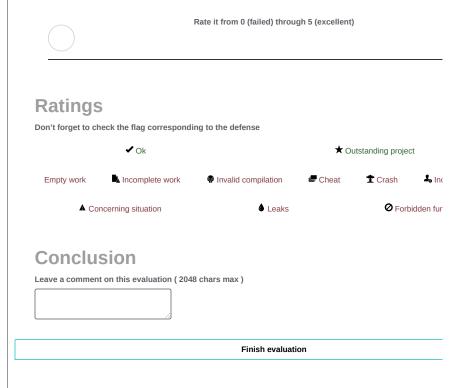


Bonus Part

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)



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