

student_id	github_id	Report(2)	Draw(9)	Picking(9)	Total	비고
20155114					0	
20175016	k0hwan	2	9	9	20	
20175120					0	
20175161	hy01n	2	9	7	18	bunny is not fully covered (imperfect f/b buff impl)
20175183					0	
20185090	koreakane	2	9	0	11	no picking
20185110	YangChanu	2	9	9	20	
20185125					0	
20185151	ihjnlee379	2	9	7	18	imperfect f/b buff impl
20185157					0	
20185188					0	
20195008	aiden-kwak	0	0	0	0	
20195049	eastling99	2	9	9	20	
20204073	alpaca1234	2	8	7	17	Flickering and classify bunny using rectangle
20204101	KIM-GyeongDeok	2	9	4	15	incorrect objective and incorrect impl even for wrong goal
20204114	GyungminJin	0	9	6	15	bunny is poorly covered (incorrect f/b buff impl)
20205084					0	
20214032	mannlim	2	9	6	17	bunny is poorly covered (incorrect f/b buff impl)
20214045	hayate1212	2	9	6	17	bunny is poorly covered (incorrect f/b buff impl)
20218002	alexis-jensen	2	9	9	20	
avg		1.6923077	8.230769	6.0769231	10.4	
std		0.7510676	2.488435	3.0946604	8.952506265	

Many students have issues with relative path of bunny.obj or didn't upload bunny to github repository.

I'll give 0 credit or give some deduction if the same problem occurs again in PA3.

I'll check only two cases : run with Visual Studio / executable in build/bin/Debug or Release