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1. Technical

- (a) Coding structure and coding quality
- (b) Functional programming (elm)
- (c) The usage of Web Front End: Html and Svg
- (d) \LaTeX

2. Teamwork

- (a) Branches of coding:
The usage of Github and atomic commits
- (b) Distribution of codes
Distribute coding works by layers and do program management.

3. Design

- (a) Game Design:
User experience and mechanisms oriented design.
- (b) Booklet Design:
Delicate instructional booklet design using Photoshop.

4. Working as a Developer in a Company

In Project 2, we are required to use Redmine to act as developers in a company. which helps to reduce risks and adapt us to the possible environment where we work in the future.

Improvement Throughout Course

1. New Way of Thinking in Functional Programming

- Data driven
- Pipeline structures
- Static Types means safer.

2. The importance of standard procedure in companies

3. Unified Artistic Style

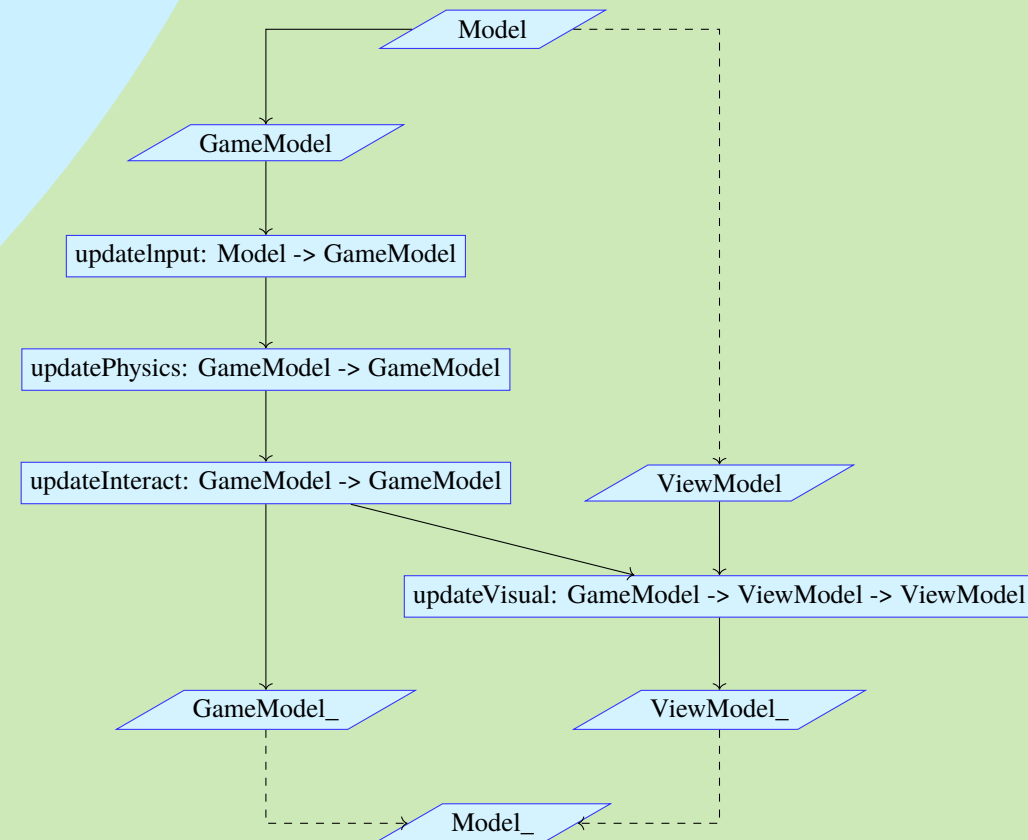
4. The importance of Copyright and Netiquette

Achievements

1. A Complete Game with Delicate Artworks

A complete 2D RPG game with original elements. Some interesting mechanisms are applied to our game levels, which are quite well-designed and are sure to attract players. Also, the artworks in our game are fairly delicate and follow a unified style, which is consistent with the emotional keynote of our game story.

2. Creative Application of Classic MVC Model



3. Clear Debugger for Development

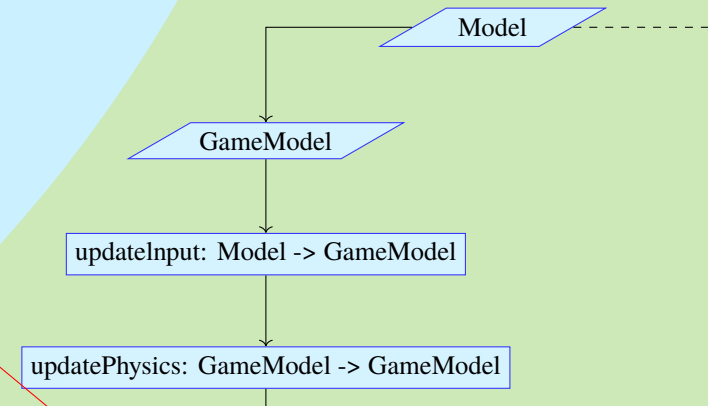
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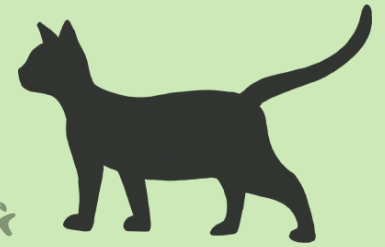
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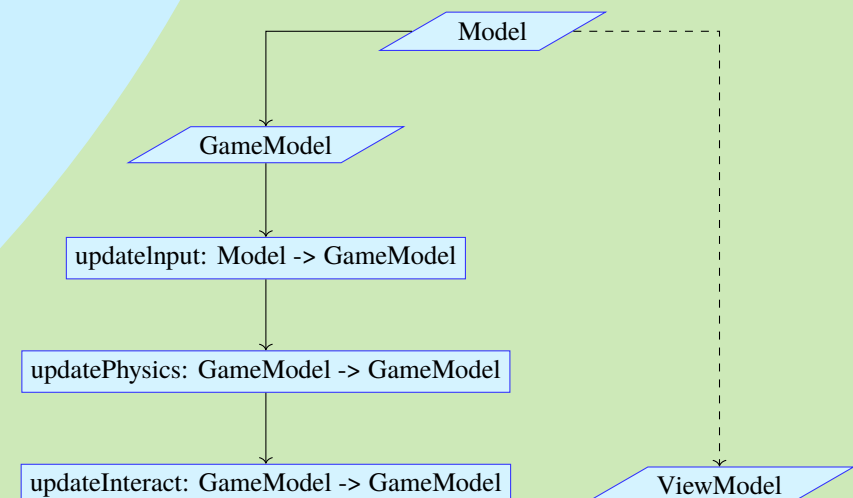
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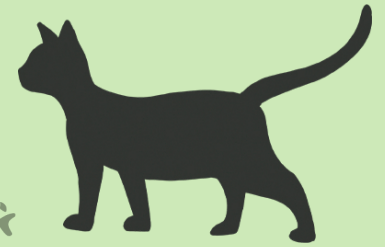
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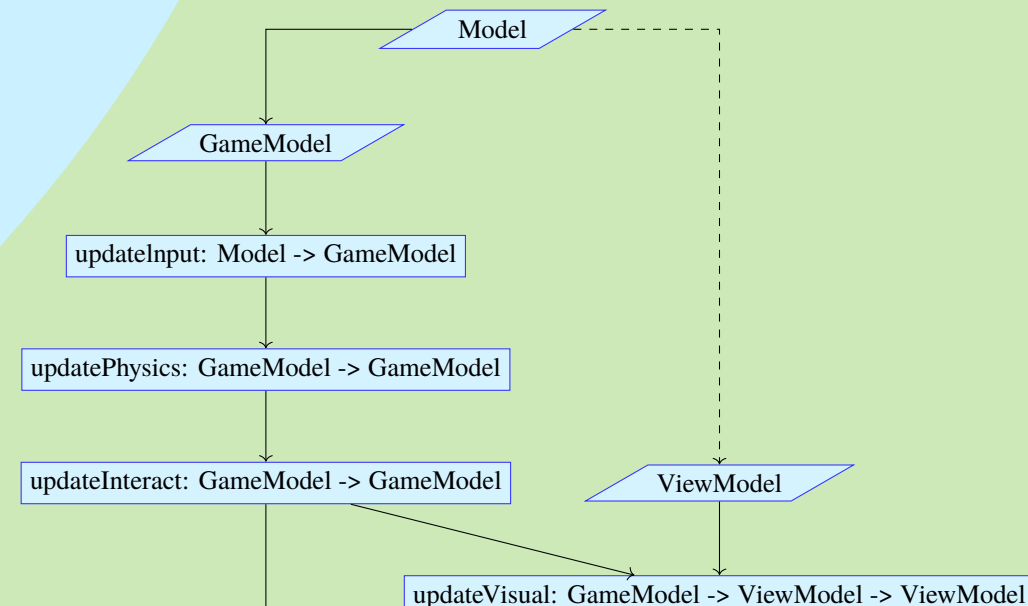
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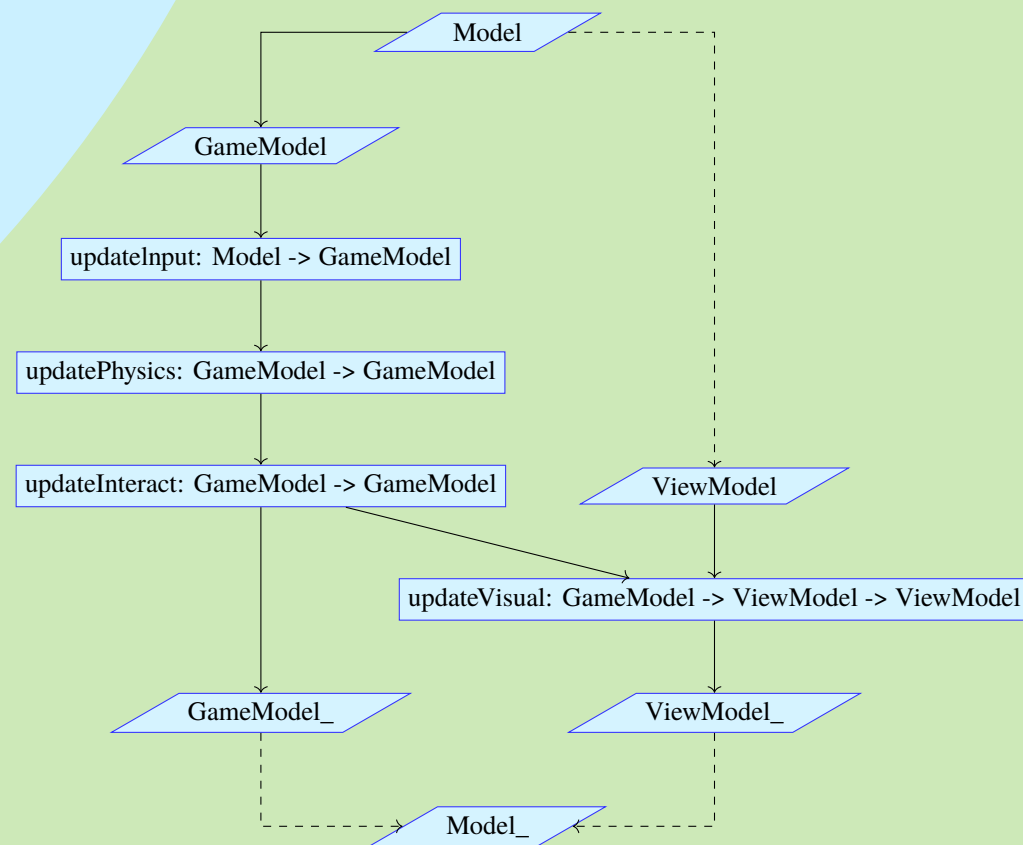
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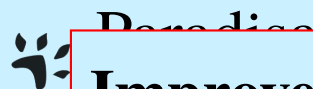
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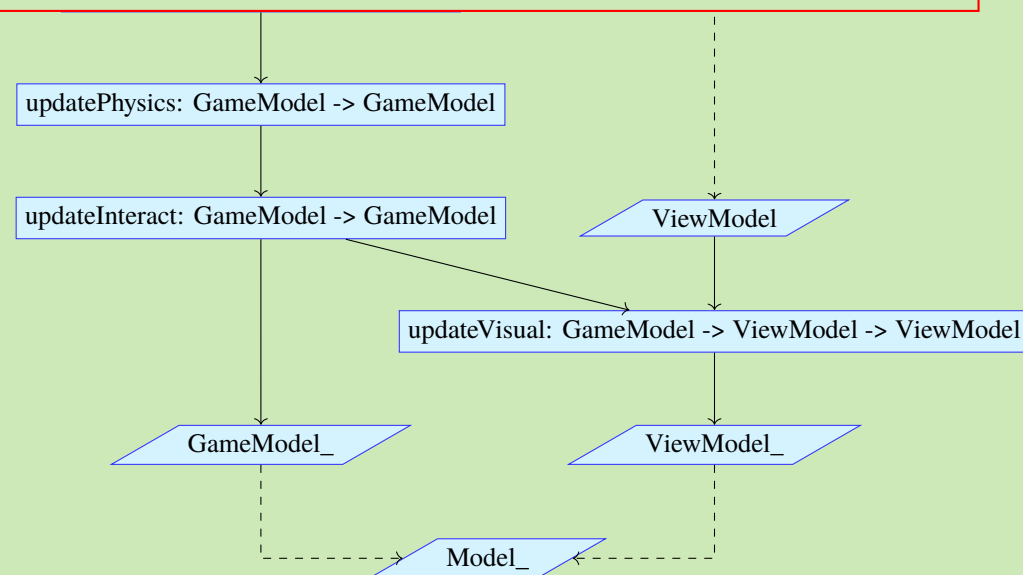
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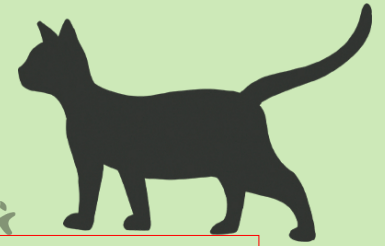
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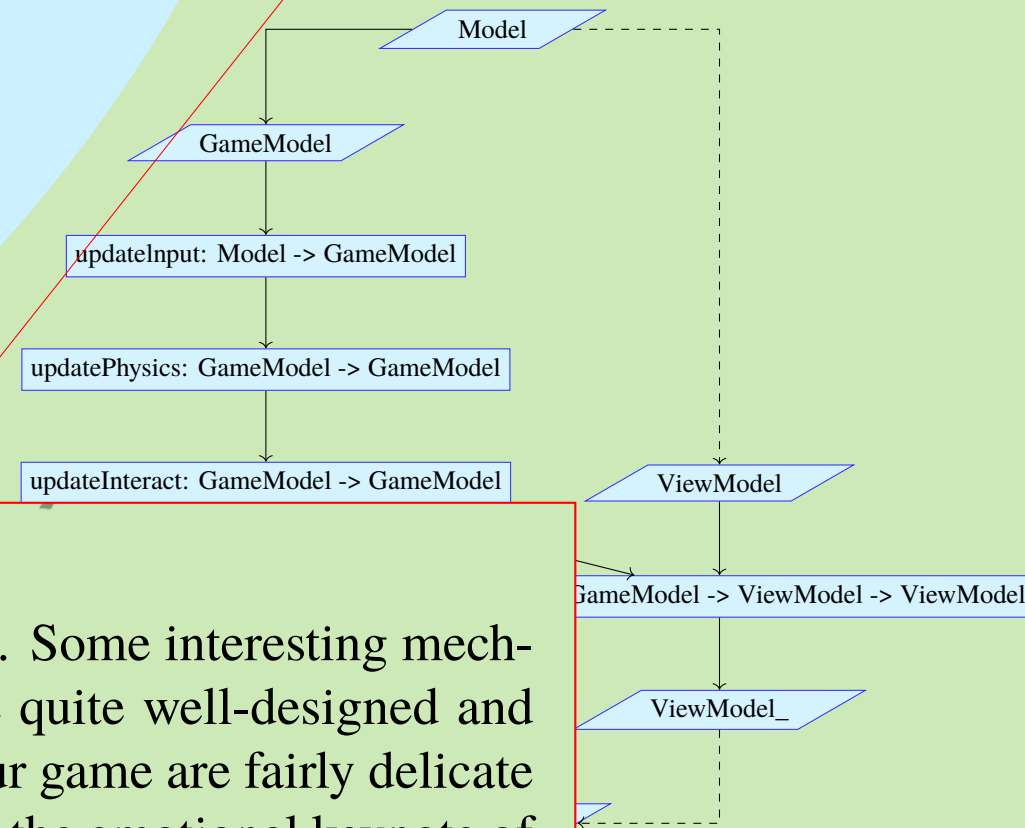
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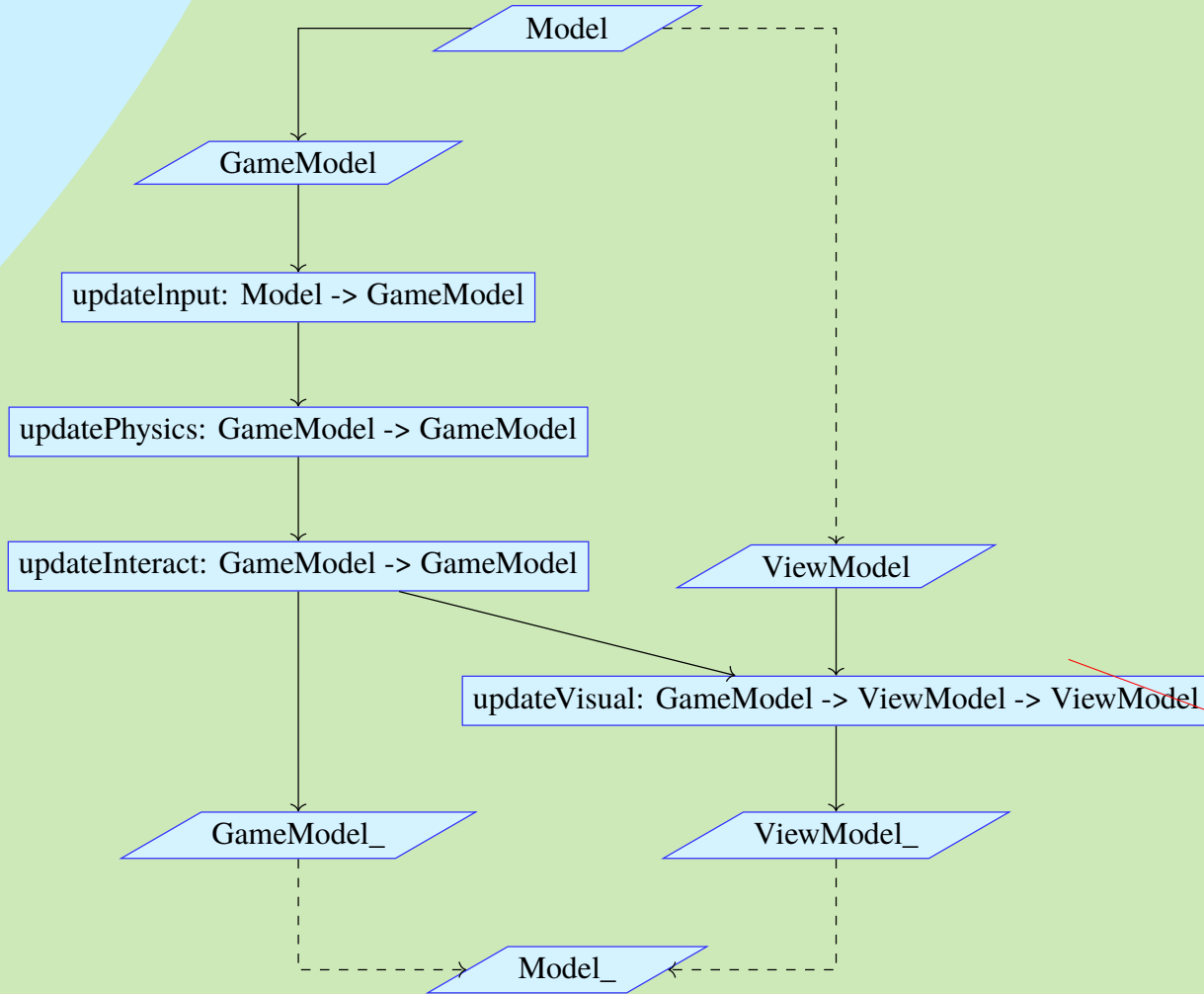
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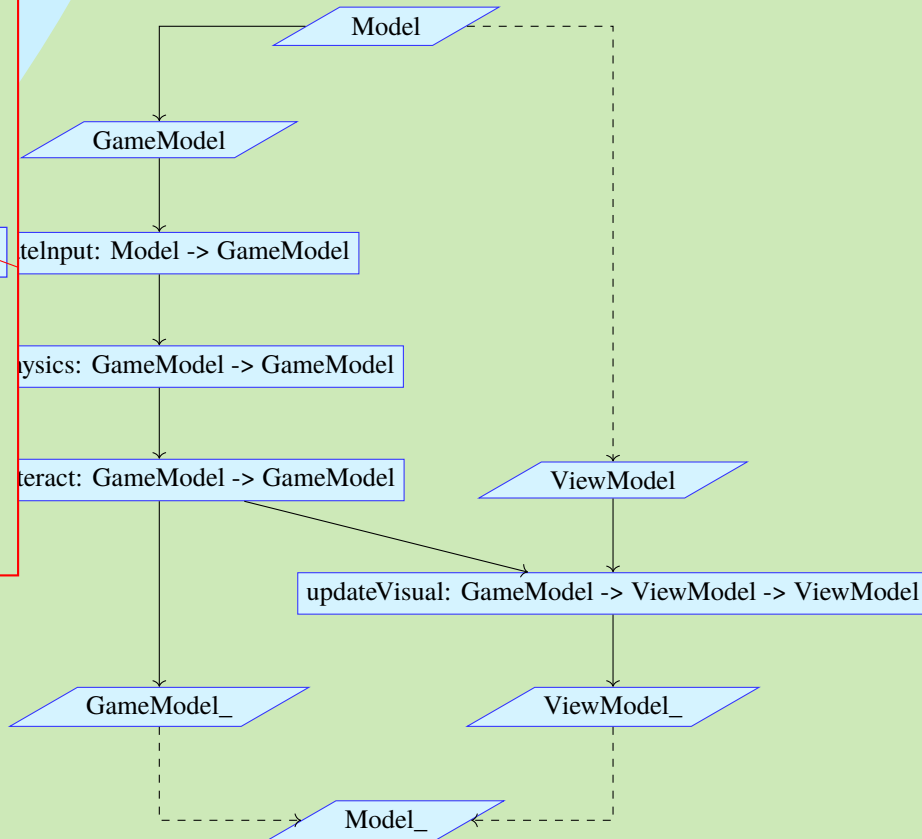
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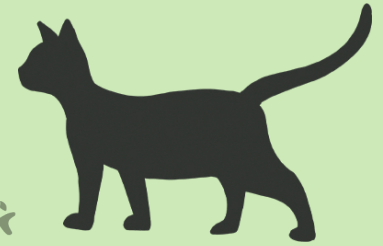


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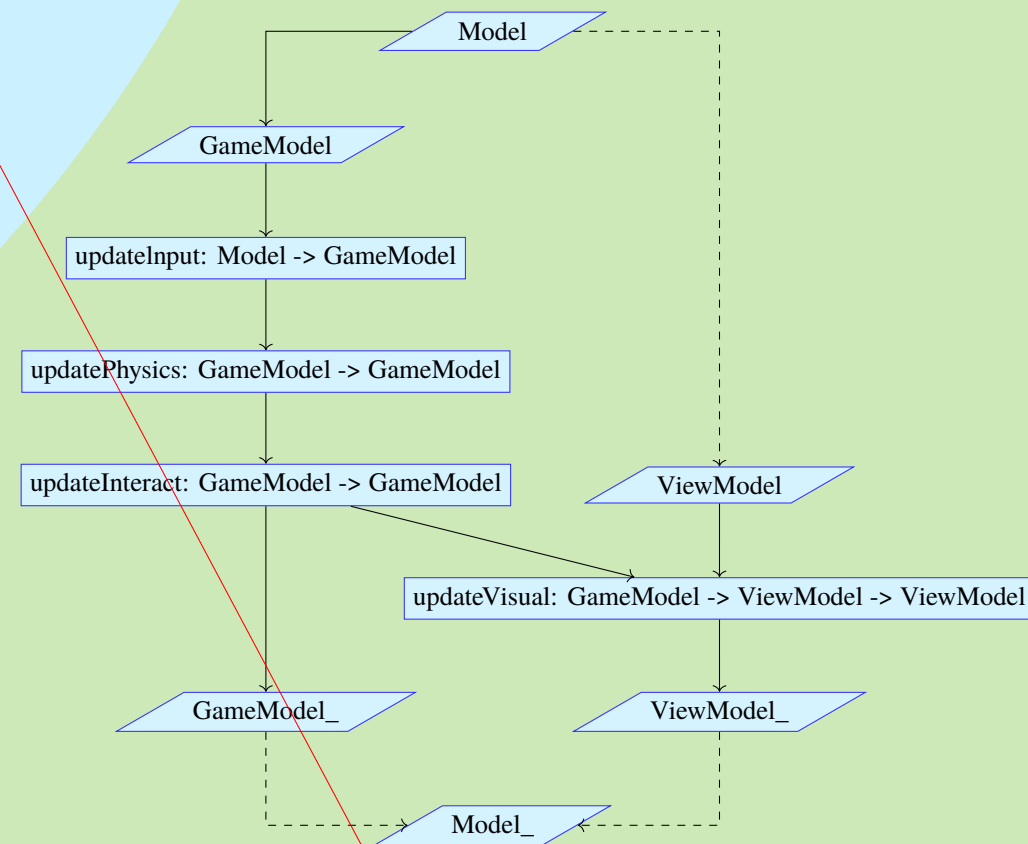
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