

# VG100 — Introduction to Engineering

## Project 1 Report (Team 14)

### Rubric

- Game Design (10 pts)
- Code Quality (50 pts)
- Readme (15 pts)
- Personal work (20 pts)

## 1 Game Design

Not included in this report.

## 2 Code Quality

Your total score of this part is 46/50.

All related information is listed below:

1 point(s) **deduction**, hard-coded content, in file [Model.elm](#), lines 160-177.

```
160 List.map initBrick ([ (0,h+6,Nonet), (1,h+6,Nonet), (2,h+6,Nonet), (3,h+6,Nonet), (4,h+6,Nonet), (5,h+6,Nonet)
161                      , (0,h+5,Nonet), (5,h+5,Nonet)
162                      , (0,h+4,Nonet), (5,h+4,Nonet)
163                      , (0,h+3,Nonet), (5,h+3,Nonet)
164                      , (0,h+2,Nonet), (5,h+2,Nonet)
165                      , (0,h+1,Nonet), (5,h+1,Nonet)
166                      , (0,h+0,Nonet), (1,h+0,Nonet), (2,h+0,Nonet), (3,h+0,Nonet), (4,h+0,Nonet), (5,h+0,Nonet)
167                      ]
168                      ++
169                      [ (0,10,Nonet), (1,10,Nonet), (2,10,Nonet)
170                      , (3,9,Nonet), (4,9,Nonet), (5,9,Nonet)
171                      , (0,8,Nonet), (2,8,Nonet), (4,8,Nonet)
172                      , (1,7,Nonet), (3,7,Nonet), (5,7,Nonet)
173                      , (2,6,Nonet), (4,6,Nonet)
174                      , (1,5,Nonet), (3,5,Nonet)
175                      , (0,4,Nonet), (2,4,Nonet), (4,4,Nonet)
176                      ]
177                      )
```

1 point(s) **deduction**, code format is not consistent.

2 point(s) **deduction**, some variables are abc-named.

### **3 Readme**

Not included in this report.

### **4 Personal work**

Not included in this report.