VG100 — Introduction to Engineering

Project 1 Report (Team 4)

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 39/50.

All related information is listed below:

1 point(s) deduction, duplicate code, in file Bricks.elm, lines 108-181.

```
108    formsvg : Brick -> Svg msg
109    formsvg brick =
110        case brick.ifExist of
111            True ->
112                rect
113                    [ x (Tuple.first(brick.position)|>Debug.toString)
114                    , y (Tuple.second(brick.position)|>Debug.toString)
115                    , width (brick.width|>Debug.toString)
116                    , height (brick.height|>Debug.toString)
117                    , stroke background

    ...

172            False ->
173                rect
174                    [ x (Tuple.first(brick.position)|>Debug.toString)
175                    , y (Tuple.second(brick.position)|>Debug.toString)
176                    , width "90"
177                    , height "70"
178                    , fill background
179                    , opacity "0"
180                    ]
181                    []
```

1 point(s) deduction, too many ++ in string, in file Bricks.elm, lines 243-251.

```
243            (x_+wid|>Debug.toString) ++ "," ++ (y_|>Debug.toString) ++ " "
244            ++ (x_+1.05*wid|>Debug.toString) ++ "," ++ (y_ - 0.3*hei|>Debug.toString) ++ " "
245            ++ (x_+1.2*wid|>Debug.toString) ++ "," ++ (y_ - 0.3*hei|>Debug.toString) ++ " "
246            ++ (x_+1.25*wid|>Debug.toString) ++ "," ++ (y_+0.2*hei|>Debug.toString) ++ " "
247            ++ (x_+1.25*wid|>Debug.toString) ++ "," ++ (y_+0.8*hei|>Debug.toString) ++ " "
248            ++ (x_+1.2*wid|>Debug.toString) ++ "," ++ (y_ + 1.3*hei|>Debug.toString) ++ " "
```

```
249            ++ (x_+1.05*wid|>Debug.toString) ++ "," ++ (y_ + 1.3*hei|>Debug.toString) ++ " "
250            ++ (x_+wid|>Debug.toString) ++ "," ++ (y_+hei|>Debug.toString)
251              )
```

1 point(s) deduction, duplicate code, in file Bricks.elm, lines 257-291.

```
257          , line
258          [ x1 (x_+1.05*wid|>Debug.toString)
259          , y1 (y_ - 0.3*hei|>Debug.toString)
260          , x2 (x_+1.11*wid|>Debug.toString)
261          , y2 (y_+0.5*hei|>Debug.toString)
262          , stroke color_crys_stroke
263          , strokeWidth "0.6px"
264          ]
265          []
266          , line
```

...

```
282          ]
283          []
284          , line
285          [ x1 (x_+wid|>Debug.toString)
286          , y1 (y_ - 0.05*hei|>Debug.toString)
287          , x2 (x_+wid|>Debug.toString)
288          , y2 (y_+ 1.05*hei|>Debug.toString)
289          , stroke (toString(rgb 80 0 0))
290          , strokeWidth "2px"
291          ]
```

1 point(s) deduction, duplicate code and strange thing, in file Update.elm, lines 102-117.

```
102          BallTypeto1 ->
103              ( { model | ballType = 1 }
104              |> elfAttributeUpdate_ (elfAttributeUpdate model.ballType)
105                , Cmd.none )
106          BallTypeto2 ->
107              ( { model | ballType = 2}
108              |> elfAttributeUpdate_ (elfAttributeUpdate model.ballType)
109                , Cmd.none )
110          BallTypeto3 ->
111              ( { model | ballType = 3}
112              |> elfAttributeUpdate_ (elfAttributeUpdate model.ballType)
113                , Cmd.none )
114          BallTypeto4 ->
115              ( { model | ballType = 4}
116              |> elfAttributeUpdate_ (elfAttributeUpdate model.ballType)
117                , Cmd.none )
```

1 point(s) deduction, duplicate code, in file View.elm, lines 229-268.

```
229          Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base1"
230                                           , x1 "0", x2 "0", y1 "0", y2 "1"]
231                                    [ Svg.stop [ offset "60%", stopColor color1 ] []
232                                    , Svg.stop [ offset "100%", stopColor (toString(rgb 85 100 150)) ] []
233                                    ]]
```

```
234         , Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base2"
235                                             , x1 "0", x2 "0", y1 "0", y2 "1"]
236                              [ Svg.stop [ offset "60%", stopColor color2 ] []
237                              , Svg.stop [ offset "100%", stopColor (toString(rgb 10 60 10)) ] []
238                              ]]

...

259         , Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base7"
260                                             , x1 "0", x2 "0", y1 "0", y2 "1"]
261                              [ Svg.stop [ offset "50%", stopColor color3weak ] []
262                              , Svg.stop [ offset "100%", stopColor (toString(rgb 15 10 60)) ] []
263                              ]]
264         , Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base8"
265                                             , x1 "0", x2 "0", y1 "0", y2 "1"]
266                              [ Svg.stop [ offset "50%", stopColor color4weak ] []
267                              , Svg.stop [ offset "100%", stopColor (toString(rgb 100 0 25)) ] []
268                              ]]
```

5 point(s) deduction, the subproject code are all duplicate.

2 point(s) deduction, assets mixed with source files.

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1 point(s) deduction, variables names.

2 point(s) bonus, some comments found.

3 Readme

Not included in this report.

4 Personal work

Not included in this report.