VG100 — Introduction to Engineering

Project 1 Report (Team 8)

1 Game Design

Not included in this report.

2 Code Quality

Your total score of this part is 47/50.

All related information is listed below:

1 point(s) deduction, hard coded, in file Prompt.elm, lines 33-44.

```
33              [ [ "All of a sudden, you woke up from the desk", "You look around with confusion..."],
34                ["This is YuLiMing Student Center at 12:30pm", "You were just having a dream!" ],
35                [ "You look at the screen of your computer... ", "The VPN has just been connected. " ],
36
37                ["The End ->"],
38                ["Congratulations! ", "You successfully fled from Baibai,", " and now you can use Googol!", "The reward is quite
                   ↪  worthwhile, isn't it?"],
39                ["But is Googol (or BingBing) a cure for all?"],
40                ["Living in an era of information is challenging,", "Various of search engines", "provide all kinds of information. "],
41                ["It is our duty to distinguish them.", "Because whatever engines we use. . . ", "Blind trust always brings
                   ↪  consequences."],
42                ["Residents in the era of information — ", "sharp your eyes and minds."]
43              , [ "Gamer" ]
44              ]
```

1 point(s) deduction, hard coded, in file Main.elm, lines 88-105.

```
88          , Svg.svg
89            [ SvgAttrs.width (String.fromFloat windw)
90            , SvgAttrs.height (String.fromFloat windh)
91            , SvgAttrs.viewBox ("0 0 " ++ String.fromFloat panelw ++ " " ++ String.fromFloat panelh)
92            ]
93            [ Svg.svg
94              [ SvgAttrs.width (String.fromFloat boundw)
95              , SvgAttrs.height (String.fromFloat barh)
96              , SvgAttrs.viewBox ("0 0 " ++ String.fromFloat barw ++ " " ++ String.fromFloat barh)
97              ]
98              [ viewLifebar ( 0, 0 ) (callifebarsize model.windowsize) model.life ]
99            , Svg.svg
100             [ SvgAttrs.width (String.fromFloat boundw)
101             , SvgAttrs.height (String.fromFloat boundh)
102             , SvgAttrs.x "0"
```

```
103              , SvgAttrs.y (String.fromFloat barh)
104              , SvgAttrs.viewBox ("0 0 " ++ String.fromFloat boundw ++ " " ++ String.fromFloat boundh)
105              ]
```

1 point(s) deduction, usage of continuous if and else if, in file Brick.elm, lines 194-231.

```
194      if (-2 * ey <= by - (ay + r)) && (by - (ay + r) <= 0) && (bx <= ax + r) && (ax <= bx + bw + r) then
195          Up
196
197      else if (-2 * ex <= bx - (ax + r)) && (bx - (ax + r) <= 0) && (ay <= by + bh + r) && (by <= ay - r) then
198          Left
199
200      else if (-2 * ex <= (ax - r) - (bx + bw)) && ((ax - r) - (bx + bw) <= 0) && (ay <= by + bh + r) && (by <= ay + r) then
201          Right
202
203      else if (-2 * ey <= (ay - r) - (by + bh)) && ((ay - r) - (by + bh) <= 0) && (bx <= ax - r) && (ax <= bx + bw + r) then

...

222          Up
223
224      else if withindist ballpos r ( bx + bw, by + bh ) && (enterhline ballpos (by + bh) < entervline ballpos (bx + bw)) then
225          Right
226
227      else if withindist ballpos r ( bx + bw, by + bh ) && (enterhline ballpos (by + bh) >= entervline ballpos (bx + bw)) then
228          Down
229
230      else
231          Noop
```

2 point(s) bonus, some documentations found.

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2 point(s) deduction, not all assets files are in a separate directory.

3   Readme

Not included in this report.

4   Personal work

Not included in this report.