

VG100 — Introduction to Engineering

Project 1 Report (Team 2)

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 contents, in file [Heros.elm](#), lines 22-59.

```
22     , skill : Skills
23   }
24
25
26 teacherConfig : Teacher
27 teacherConfig = Teacher 1 1 1 1 "" "" "" "" "" Bomb
28
29 mN : Teacher
30 mN = Teacher 1 0.5 1 1.2
31   "Cyber King"
32
33 ...
34
35
36
37
38
39
40
41
42
43
44
45
46
47
48
49
50   "/images/ZQ.jpg"
51   "Background: Zhao Qi is a Chinese physics teacher. He is teaching thermodynamics right now. What he is teaching provides
52   ↳ him a body like a internal combustion engine. He can heaten his core, which makes he move faster than others." Bomb
53
54 hSS : Teacher
55 hSS = Teacher 1.2 0.5 1 1
56   "The Master of Space"
57   "Curvature-Driven: Ballspeed * 1.2"
58   "Recursion Reset your ball"
59   "/images/HSS.jpg"
60   "Background: Helmut Heinrich is a math teacher. It seems that he concentrates on some intricate \"spaces\", which gives him
61   ↳ a more agile mind than others. He can drive the students away more effectively." ResetBall
```

1 point(s) **deduction**, duplicate code and hard coded, in file [Rule.elm](#), lines 32-43.

```
32   div[style "margin-left" "20%",style "margin-right" "20%"][h1[style "color" "white"][text "Winning Condition"]],
33   div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"][text "1. Your score reaches 1000 points."]],
34   div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"][text "2. Your opponent's ball falls off the
35   ↳ board."]],
```

```

35     div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"]][text "3. Your opponent's block reaches the
    ↪ bottom."]],
36     div[style "margin-left" "20%",style "margin-right" "20%"][h1[style "color" "white"]][text "Game Setting"]],
37     div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"]][text "You can choose your hero at the
    ↪ bottom of the screen, each hero has his unique skill."]],
38     div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"]][text "Player1 Use A and D to control the
    ↪ bat and S to perfrom active skill."]],
39     div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"]][text "Player2 Use ← and → to control the
    ↪ bat and ↓ to perfrom active skill."]],
40     div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"]][text "When one player clear a line, the
    ↪ other player will get an addittional line from the top"]],
41     div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"]][text "Each player can only use active skill
    ↪ once"]],
42     div[style "margin-left" "20%",style "margin-right" "20%"][h1[style "color" "white"]][text "Scoring Rule"]],
43     div[style "margin-left" "20%",style "margin-right" "20%"][img[style "width" "600px",src "/images/points.jpg"][]],

```

1 point(s) **deduction**, duplicate code, in file [Welcome.elm](#), lines 35-37.

```

35     div[style "margin-left" "42%"][a[href "background.html",style "display" "block", style "width" "150px"]][styleButton [style
    ↪ "width" "100%"]][text "background"]],
36     div[style "margin-left" "42%"][a[href "rule.html", style "display" "block", style "width" "150px"]][styleButton [style "width"
    ↪ "100%"]][text "Game Rule"]],
37     div[style "margin-left" "42%"][a[href "about.html", style "display" "block", style "width" "150px"]][styleButton [style "width"
    ↪ "100%"]][text "About Us"]]

```

2 point(s) **deduction**, elm-stuff in git repo.

1 point(s) **deduction**, code format.

2 point(s) **bonus**, some documentations found.

3 Readme

Not included in this report.

4 Personal work

Not included in this report.