

# VG100 — Introduction to Engineering

## Project 1 Report (Team 8)

### 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 45/50.

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
39          ↳ worthwhile, isn't it?"],
40        ["But is Googol (or BingBing) a cure for all?"],
41        ["Living in an era of information is challenging,", "Various of search engines", "provide all kinds of information. "],
42        ["It is our duty to distinguish them.", "Because whatever engines we use. . . ", "Blind trust always brings
43          ↳ consequences."],
44        ["Residents in the era of information — ", "sharp your eyes and minds."],
45      ], [ "Gamer" ]
46    ]
```

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
204
205     ...
206
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.

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

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.