

# VG100 — Introduction to Engineering

## Project 1 Report (Team 18)

### 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 47/50.

All related information is listed below:

1 point(s) **deduction**, duplicate code, in file [BasicView.elm](#), lines [109-178](#).

```
109      [ button
110        [ id "toStart0"
111          , style "font-size" "28px"
112          , onClick (ChooseLevel Start0)
113          , style "opacity" (hiding (level < 0))
114          , style "font-family" "High Tower Text, sans-serif"
115          , disabled (level == 0)
116        ]
117        [ text "Start" ]
118      , button
119
120      ...
121
122      , disabled (level == 6)
123    ]
124    [ text "Death" ]
125  , button
126    [ style "font-size" "28px"
127      , onClick (KeyDown Key_S)
128      , style "opacity" (hiding False)
129      , style "font-family" "High Tower Text, sans-serif"
130      , disabled False
131    ]
```

2 point(s) **deduction**, some duplicate code found across files.

### **3 Readme**

Not included in this report.

### **4 Personal work**

Not included in this report.