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 48/50.

All related information is listed below:

1 point(s) deduction, hard coded contents, in file Heros.elm, lines 22-59.

```
, skill: Skills
22
       }
24
25
    teacherConfig: Teacher
    teacherConfig = Teacher 1 1 1 1 "" "" "" "" Bomb
28
    mN: Teacher
    mN = Teacher 1 0.5 1 1.2
       "Cyber King"
31
. . .
       "./images/ZQ.jpg"
50
       "Background: Zhao Qi is a Chinese physics teacher. He is teaching thermodynamics right now. What he is teaching provides
51
        → him a body like a internal combustion engine. He can heaten his core, which makes he move faster than others." Bomb
    hSS: Teacher
    hSS = Teacher 1.2 0.5 1 1
         "The Master of Space"
         "Curvature-Driven: Ballspeed * 1.2"
         "Recursion Reset your ball"
57
         "./images/HSS.jpg"
         "Background: Helmut Heinrich is a math teacher. It seems that he concentrates on some intricate \"spaces\", which gives him
         → 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.

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

board."]],
```

```
div[style "margin-left" "20%", style "margin-right" "20%"][h2[style "color" "white"][text "3. Your opponent's block reaches the bottom."]],
```

- div[style "margin-left" "20%", style "margin-right" "20%"][h1[style "color" "white"][text "Game Setting"]],
- 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."]],
- 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."]],
- div[style "margin-left" "20%",style "margin-right" "20%"][h2[style "color" "white"][text "Player2 Use \leftarrow and \rightarrow to control the bat and \downarrow to perfrom active skill."]],
- 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 addidtional line from the top"]],
- div[style "margin-left" "20%", style "margin-right" "20%"][h2[style "color" "white"][text "Each player can only use active skill \rightarrow once"]],
- div[style "margin-left" "20%",style "margin-right" "20%"][h1[style "color" "white"][text "Scoring Rule"]],
- 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.

- div[style "margin-left" "42%"][a[href "background.html",style "display" "block", style "width" "150px"][styleButton [style

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

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.