VG100 — Introduction to Engineering

Project 1 Report (Team 5)

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 44/50.

All related information is listed below:

1 point(s) deduction, duplicate code, in file Model.elm, lines 128-163.

```
128         Object
129           ( toFloat (remainderBy numperrow k) * width, toFloat (k // numperrow) * height )
130           Brick
131           ( width1, height1 )
132           Nothing
133           (Just 1)
134           (Just Good)
135           (Just -20)
136           k
137           0

    ...

154         Object
155           ( toFloat (remainderBy numperrow k) * width, toFloat (k // numperrow) * height )
156           Brick
157           ( width1, height1 )
158           Nothing
159           (Just 5)
160           (Just Evil)
161           (Just 0)
162           k
163           0
```

1 point(s) deduction, duplicate code and usage of if instead of case, in file Model.elm, lines 166-201.

```
166     if remainderBy numperrow evilpos == 0 then
167         concat
168           [ List.map createGoodBrick (List.range 0 (evilpos - 9))
169           , List.map createGuard (List.range (evilpos - 8) (evilpos - 7))
170           , List.map createGoodBrick (List.range (evilpos - 6) (evilpos - 1))
171           , [ createEvil evilpos ]
```

```elm
172              , [ createGuard (evilpos + 1) ]
173              , List.map createGoodBrick (List.range (evilpos + 2) (evilpos + 7))
174              , List.map createGuard (List.range (evilpos + 8) (evilpos + 9))
175              , List.map createGoodBrick (List.range (evilpos + 9) (numpercolomn * numperrow - 1))

    ...

192              [ List.map createGoodBrick (List.range 0 (evilpos - 10))
193              , List.map createGuard (List.range (evilpos - 9) (evilpos - 7))
194              , List.map createGoodBrick (List.range (evilpos - 6) (evilpos - 2))
195              , [ createGuard (evilpos - 1) ]
196              , [ createEvil evilpos ]
197              , [ createGuard (evilpos + 1) ]
198              , List.map createGoodBrick (List.range (evilpos + 2) (evilpos + 6))
199              , List.map createGuard (List.range (evilpos + 7) (evilpos + 9))
200              , List.map createGoodBrick (List.range (evilpos + 10) (numpercolomn * numperrow - 1))
201              ]
```

2 point(s) deduction, duplicate code (same to the code in Update.elm) and hard coded, in file Model.elm, lines 248-274.

```elm
248    numberGenerator : Random.Generator Int
249    numberGenerator =
250        Random.uniform 9
251          [ 10
252          , 11
253          , 12
254          , 13
255          , 14
256          , 17
257          , 18

    ...

265          , 28
266          , 29
267          , 30
268          , 33
269          , 34
270          , 35
271          , 36
272          , 37
273          , 38
274          ]
```

2 point(s) bonus, some documentations found.

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

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

3 Readme

Not included in this report.

4 Personal work

Not included in this report.