

# VG100 — Introduction to Engineering

*Project 1 Report (Team team )*

## Salary conditions

- 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 `codeQualityScore` .

All related information is listed below:

`codeQualityInfo`

```
1  module Animation exposing (..)
2  import Messages exposing (Msg)
3  import Shapes exposing (GeneralID)
4  import Svg
5  import Global
6  import Svg.Attributes as Svga
7  type alias Transform =
8      {
9          scale : (Float,Float)
10         ,opacity : Float
11     }
12
13 ...
100 List.map (\x-> if x.sceneID /= programState then {x|animation = changedeletetime x.animation finishtime} else x)
101     ↪ imageInfos
102
103 updateImageInfo : Float ->List ImageInfo -> List ImageInfo
104 updateImageInfo now imageInfos =
105     List.filter (\x->x.animation.deletetime==0 || x.animation.deletetime>now) imageInfos
106
107 changedeletetime : AnimateInfo -> Float-> AnimateInfo
108 changedeletetime animateInfo t =
109     {animateInfo| deletetime = t}
110
```

### **3 Readme**

Not included in this report.

### **4 Personal work**

Not included in this report.