

VG100 — Introduction to Engineering

Project 1 Report (Team 4)

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 37/50.

All related information is listed below:

1 point(s) **deduction**, duplicate code, in file [Bricks.elm](#), lines [108-181](#).

```
108 formsvg : Brick -> Svg msg
109 formsvg brick =
110     case brick.ifExist of
111         True ->
112             rect
113                 [ x (Tuple.first(brick.position)|>Debug.toString)
114                   , y (Tuple.second(brick.position)|>Debug.toString)
115                   , width (brick.width|>Debug.toString)
116                   , height (brick.height|>Debug.toString)
117                   , stroke background
118
119 ...
120
121
122 False ->
123     rect
124         [ x (Tuple.first(brick.position)|>Debug.toString)
125           , y (Tuple.second(brick.position)|>Debug.toString)
126           , width "90"
127           , height "70"
128           , fill background
129           , opacity "0"
130         ]
131     []
```

1 point(s) **deduction**, too many ++ in string, in file [Bricks.elm](#), lines [243-251](#).

```
243 (x_+wid|>Debug.toString) ++ "," ++ (y_|>Debug.toString) ++ " "
244 ++ (x_+1.05*wid|>Debug.toString) ++ "," ++ (y_ - 0.3*hei|>Debug.toString) ++ " "
245 ++ (x_+1.2*wid|>Debug.toString) ++ "," ++ (y_ - 0.3*hei|>Debug.toString) ++ " "
246 ++ (x_+1.25*wid|>Debug.toString) ++ "," ++ (y_+0.2*hei|>Debug.toString) ++ " "
247 ++ (x_+1.25*wid|>Debug.toString) ++ "," ++ (y_+0.8*hei|>Debug.toString) ++ " "
248 ++ (x_+1.2*wid|>Debug.toString) ++ "," ++ (y_ + 1.3*hei|>Debug.toString) ++ " "
```

```

249         ++ (x_+1.05*wid|>Debug.toString) ++ "," ++ (y_ + 1.3*hei|>Debug.toString) ++ " "
250         ++ (x_+wid|>Debug.toString) ++ "," ++ (y_+hei|>Debug.toString)
251     )

```

1 point(s) **deduction**, duplicate code, in file [Bricks.elm](#), lines 257-291.

```

257     , line
258     [ x1 (x_+1.05*wid|>Debug.toString)
259     , y1 (y_ - 0.3*hei|>Debug.toString)
260     , x2 (x_+1.11*wid|>Debug.toString)
261     , y2 (y_+0.5*hei|>Debug.toString)
262     , stroke color__crys__stroke
263     , strokeWidth "0.6px"
264     ]
265     []
266     , line

```

...

```

282     ]
283     []
284     , line
285     [ x1 (x_+wid|>Debug.toString)
286     , y1 (y_ - 0.05*hei|>Debug.toString)
287     , x2 (x_+wid|>Debug.toString)
288     , y2 (y_+ 1.05*hei|>Debug.toString)
289     , stroke (toString(rgb 80 0 0))
290     , strokeWidth "2px"
291     ]

```

1 point(s) **deduction**, duplicate code and strange thing, in file [Update.elm](#), lines 102-117.

```

102     BallTypeto1 ->
103         ( { model | ballType = 1 }
104         |> elfAttributeUpdate__ (elfAttributeUpdate model.ballType)
105         , Cmd.none )
106     BallTypeto2 ->
107         ( { model | ballType = 2}
108         |> elfAttributeUpdate__ (elfAttributeUpdate model.ballType)
109         , Cmd.none )
110     BallTypeto3 ->
111         ( { model | ballType = 3}
112         |> elfAttributeUpdate__ (elfAttributeUpdate model.ballType)
113         , Cmd.none )
114     BallTypeto4 ->
115         ( { model | ballType = 4}
116         |> elfAttributeUpdate__ (elfAttributeUpdate model.ballType)
117         , Cmd.none )

```

1 point(s) **deduction**, duplicate code, in file [View.elm](#), lines 229-268.

```

229     Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base1"
230                                     , x1 "0", x2 "0", y1 "0", y2 "1" ]
231                                     [ Svg.stop [ offset "60%", stopColor color1 ] []
232                                     , Svg.stop [ offset "100%", stopColor (toString(rgb 85 100 150)) ] []
233                                     ] ]

```

```

234     , Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base2"
235                                     , x1 "0", x2 "0", y1 "0", y2 "1" ]
236                               [ Svg.stop [ offset "60%", stopColor color2 ] []
237                               , Svg.stop [ offset "100%", stopColor (toString(rgb 10 60 10)) ] []
238                               ] ]
...
259     , Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base7"
260                                     , x1 "0", x2 "0", y1 "0", y2 "1" ]
261                               [ Svg.stop [ offset "50%", stopColor color3weak ] []
262                               , Svg.stop [ offset "100%", stopColor (toString(rgb 15 10 60)) ] []
263                               ] ]
264     , Svg.defs [] [ Svg.linearGradient [ Svg.Attributes.id "base8"
265                                     , x1 "0", x2 "0", y1 "0", y2 "1" ]
266                               [ Svg.stop [ offset "50%", stopColor color4weak ] []
267                               , Svg.stop [ offset "100%", stopColor (toString(rgb 100 0 25)) ] []
268                               ] ]

```

5 point(s) **deduction**, the subproject code are all duplicate.

2 point(s) **deduction**, assets mixed with source files.

2 point(s) **deduction**, build folder in git repo (Envy/build).

1 point(s) **deduction**, variables names.

2 point(s) **bonus**, some comments found.

3 Readme

Not included in this report.

4 Personal work

Not included in this report.