

VG100 — Introduction to Engineering

Project 1 Report (Team 13)

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 [Skill.elm](#), lines 14-34.

```
14      Spring lasttime ->
15          if lasttime - time <= 0 then
16              player |> apply None
17          else { player | state = Spring (lasttime - time)}
18      Summer lasttime ->
19          if lasttime - time <= 0 then
20              player |> apply None
21          else { player | state = Summer (lasttime - time)}
22      Autumn lasttime ->
23          if lasttime - time <= 0 then
24              player |> apply None
25          else { player | state = Autumn (lasttime - time)}
26
27      Winter lasttime ->
28          if lasttime - time <= 0 then
29              player |> apply None
30          else { player | state = Winter (lasttime - time)}
31      AllView lasttime ->
32          if lasttime - time <= 0 then
33              player |> apply None
34          else { player | state = AllView (lasttime - time)}
```

1 point(s) **deduction**, duplicate code, in file [View.elm](#), lines 40-67.

```
40      Playing ->
41          if model.attrs.playersNum == 2 then
42              [ svg
43                  (transformedUI model.size (model.size.x/20))
44                  (renderPlayerPlaying model.bricks model.player1)
45              , svg
46                  (transformedUI model.size (model.size.x*3/20))
47                  (renderPlayerPlaying model.bricks model.player2)
```

```

48         ]
49     else
...
58         (transformedUI model.size (model.size.x/20))
59         (renderPlayerPlaying model.bricks model.player1)
60     , svg
61         (transformedUI model.size (model.size.x*3/20))
62         (renderPlayerPlaying model.bricks model.player2)
63     ]
64 else
65     [ svg
66         (transformedUI model.size (model.size.x*3/10))
67         (renderPlayerPlaying model.bricks model.player2)
...

```

1 point(s) **deduction**, part of code format is bad.

3 Readme

Not included in this report.

4 Personal work

Not included in this report.