Link to code repository:
https://github.com/7SeasOfSomething/All-Hands-On-Deck/tree/AssessmentSubmission

Features included in requirements which were not included in Assessment 2:
- Minigame
- 2 more colleges and 1 more department

Features missing from final implementation which we intended to be included in the software:
- Card shopping: We originally had intended for colleges to have a variety of cards that they could buy {Requirement B1.6}, along with card art so the player could make well educated decisions. As it stands, currently colleges simply display a button to buy a card without actually providing any information with regards to the stats or function of the card being bought. We ended up forestalling further development on this feature in pursuit of creating a more complete game, and had intended to return to it at a later date.
- Deck management: Deck management, which includes removing cards from the deck, was a feature originally planned to be included in ShipVisual. But due to how small decks ended up being in this early implementation of the game, we felt as if it wasn't really necessary until more cards had been implemented.
- Hand display: The hand in BattleModeGraphics was originally meant to include a custom image for every card implemented. However due to frequent balance changes in the game with relation to the actual values used by cards, the images used to display the cards are actually not very helpful or intuitive at all {B4.2}, simply displaying an image of one of the drawn cards with a letter drawn over it and containing no accurate information with relation to the mana cost or the effect of the card. This was a placeholder we had planned to replace at a later date.