6. Implementation

B. Non-Implemented Requirements

The following is a list of requirements that were not implemented during the implementation of the requirements and architecture. This may have been through time constraints, technical constraints, or purposeful decisions on part of the development team.

Requirement NF018

Can see stats of the ship on-screen.

This was not implemented as it was believed that there was sufficient information for the user already on screen. If more stats and text was put onto the screen, it is believed that this would hinder the user **(NF005, A001)**, rather than provide useful insight. Furthermore, noticeable stat increases can be felt when levelling up, and the level up notification notifies of the changes also.

Requirement F013

Random college spawn.

The game is aimed to be played in an open-day environment (**A002**) and as such the users will not be repeatedly playing or playing for long periods of time (**NF002**). This means that the implementation of random college locations would not be required and a crafted, specifically placed layout would be more suited.

Requirement NF007

Allows for remapping of keys.

Upon a second call with our customer, it was deemed it would be unnecessary for a game of this time scale (**NF002**), as the user wouldn't be playing the game for an extended amount of time. It was deemed that only the controls standard to most games would be implemented.

Requirement NF008

Allows for controller support

Similar to requirement **NF007**, it was deemed that due to the amount of time a user would spend playing the game, it was deemed that a player wouldn't be playing for a long enough time to warrant implementing other methods of playing.