IMPLEMENTATION

Quackthulu: Aaron Price, Alec Coates, Charlie Curedale-Rayner, Eleanor Griffin-Smith

Link to GitHub Repository: https://github.com/AlecCoates/Quackthulu.git

Due to unforeseen circumstances our teammate Yihong Zhao had to take a leave of absence during the project leaving us with only four remaining members. Because of this the workload for the assessment was reduced by dropping the following components…

- All parts that relate to concrete architecture in 3.a and 3.b
- The requirements "Over time, paddlers in the team get tired, so speed, acceleration and manoeuvrability decrease progressively during every leg" and "Every subsequent leg will increase in difficulty level"

Due to these changes our requirements changed. All of UR_SKILL will be removed as well as FR_STAMINA and FR_STAMINA_RECOVERY from UR_BOAT_CONTROLS.

Updated requirements progress

Not implemented	Partially implemented	Fully implemented

User requirements	Functional requirements	Progress
UR_BOAT_CONTROLS	FR_USER_BOAT_CONTROL	
UR_COMPETITION	FR_QUALIFICATION	
	FR_RULES	
	FR_REALISTIC_COMPETITORS	
UR_EXPERIENCE	FR_RULES	
	FR_ OBSTACLES	
	FR_WIN	
	FR_GRAPHICS	
UR_BOAT_SELECTION	FR_BOAT_STAT_SPEED	
	FR_BOAT_STAT_ACCELERATION	
	FR_BOAT_STAT_MANOEUVERABILITY	
	FR_ROBUSTNESS	
	FR_UNIQUE_BOAT	