Implementation

Mario

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6(b) Unimplemented features

One feature we weren't able to implement was the ability to make allies with other boats whose college has been defeated, failing the UR_MAKE_ALLIES requirement. This was not further investigated as it was a lower priority ("may") in the requirements. However, what we were able to implement was neutral boats sailing around the map. They will sail around trying to avoid colliding with the colleges dotted around the lake and the boundaries of the map. The AI will attempt to avoid collisions to the best of its abilities however sometimes they are unable to, which will in turn destroy the boat (this could be with projectiles or colleges).

Another feature we decided to not implement was a physical barrier for the final objective of the game. This feature was planned to be both a method of stopping the player from immediately completing the game, as well as acting as an aesthetic addition. Nearing the end of the implementation stage due to time constraints we came to the conclusion that this feature was not fully necessary and could be easily replaced with a message displayed to the player when attempting to attack the final boss college (The college would not take any damage if attacked before tasks prior are completed) partially failing the FR_BOSS_REQUIREMENTS - still conveying the presence of a barrier without the physical visualization of it.