SEPR

SpaceKey Projects

Assessment 2

Implementation
and Report

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Implementation Report

As stated in the requirements justification, the statement of requirements (functional and non-functional etc) were generated from the assessment 2 product brief. Therefore, by testing that we met all requirements, we can confirm that we have successfully implemented all necessary functionality for assessment 2.

Although all requirements were satisfied, there are parts of the game that could be improved, such as the tutorial (UR_TUTORIAL). The current tutorial is a splash screen showing the controls, and a user manual being available on the website. This could be improved into an interactive tutorial, better satisfying the user requirement and making the game more intuitive, since the user would have more experience with the controls.
Another improvement to the game would be improving the GUI so it is clearer to the user (UR_AESTHETIC). This could be done by making it larger, or redesigning it so the water and health bars are more obvious.
To improve upon UR_ENJOY, we could improve FR_VARIATION by randomising which fortress has which attack at each launch of the game. This would make the game more interesting, more challenging, and overall more enjoyable.
To negate the risks of FR_CONTROLS, another control method could be implemented, such as mouse controls, where the truck follows the mouse around the map. Alternatively touch screen controls could be created, with buttons for the truck movement as part of the GUI.

Requirements that exceed the needs of assessment two are explained in the testing documentation. For example, FORTRESS_DIFFICULTY shows the failing to meet UR_DIFFICULTY at this current stage of the game's development. UR_MINIGAME and UR_UPDATES also fall into this category, as they are both part of the third assessment.

Link to LibGDX:
https://libgdx.badlogicgames.com
Link to testing report:
https://jordan00789.github.io/SEPR/Assessment2/a2page.html
Link to website:
https://jordan00789.github.io/SEPR