

Implementation Report

The requirements we set out for ourselves, along with the requirements for assessment 2, unfortunately, haven't all been implemented.

Assessment 2 specific requirements

The GUI:

The GUI for the game is partially implemented, in our overall requirements we specify several GUI related requirements.

[1.1.1] "To start the game there must be a main menu". This has been implemented and allows the user to start the game via the click of a Start Game button. When the button is pressed it moves to the *NavigationScreen* [2], which is the main screen for the game.

[1.1.2] "The game must be fully controlled by a mouse and keyboard". This requirement has been fully met all the buttons on the game are clickable by the mouse and the player is controlled by the keyboard. To manage and prioritize the inputs we are using a *InputMultiplexer* [1]

[5.2.1] "There should be an inventory where clues can be placed by a player for future reference". This hasn't been implemented fully, at this stage we felt there were other GUI elements that needed to be implemented before we implemented the GUI for this, the code that stores clues when the player has picked them up does work, so it's just the GUI representation that is missing.

At most 6 detectives:

This has been fully implemented with 6 detectives being randomly distributed about the map each game instance. In regards to our overall requirements **[3.1.2], "There must be at least 10 non playable characters"**. 6/10 non playable characters have been implemented and the code will allow for more without any modification other than the construct of the additional *NPC*'s [2].

Question or accuse (but not ignore):

Both question and accuse have been partially been implemented the related overall requirements below explain this in more detail.

[7.1.2] "The player must have the option of questioning an NPC". A *Player* [2] can question a *NPC* [2] about a clue that they have found.

[7.1.6] "Each NPC must respond differently to questions based on the personality of the NPC and the personality level of the player". This was partially implemented with a lot of the groundwork in place for future development currently the player can select how they want to ask the question, the *NPC* [2] will then only respond with a helpful answer if you ask it in a way that matches their personality.

[2.1.2] "Must not be able to accuse a NPC unless enough evidence has been found", this has been partially implemented. Since the *Player* class keeps track of the evidence or clues found so far, it checks to see if the player has 4 or more clues if it doesn't the the option to accuse is not shown. However, **[5.1.3] "The murder weapon clue must be found before the player can accuse any NPCs"** has not been implemented as not all clues had been finalised at this stage.

At most one clue per room:

This requirement has been fully met, no more than one clue has been place in any given room. This has been completed by randomly placing the clues around the rooms. Not placing a clue in a room that already has a clue unless there are no empty rooms left.

[5.1.1] "There must be at least one clue in each room of the map". This has been partially implemented as there is one clue in 7/10 rooms meeting the requirements of assessment 2

Bibliography

- [1] <https://github.com/libgdx/libgdx/wiki/Event-handling#inputmultiplexer>
- [2] <http://lihq.me/docs/JavaDocs>