

# 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* [1], 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*[2] is controlled by the keyboard. To manage the inputs we are using a *InputMultiplexer*[3]

**[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*[4] when the user 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 (NPCs)”**. 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 *NPCs* [5].

### 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] has method so that it can question and a *NPC* [5] has methods that respond about a *Clue*[4] that the *Player*[2] has 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*[2] can select how they want to ask the question, the *NPC* [5] 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*[2] class keeps track of the evidence or *Clues*[4] found so far, it checks[] to see if the *Player*[2] has 4 or more *Clues*[4] 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*[4] had been finalised at this stage.

### At most one clue per room:

This requirement has been fully met, no more than one *Clue*[4] has been place in any given room. This has been completed by randomly placing the *Clues*[4] around the rooms. Not placing a *Clue*[4] in a room that already has a *Clue*[4] 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*[4] in 7/10 rooms meeting the requirements of assessment 2

## Bibliography

- [1] JavaDocs reference to NavigationScreen class [Online] Available:  
<http://lihq.me/docs/JavaDocs/me/lihq/game/screen/NavigationScreen.html> [Accessed: 22/01/2017]
- [2] JavaDocs reference to Player class [Online] Available:  
<http://lihq.me/docs/JavaDocs/me/lihq/game/people/Player.html> [Accessed: 23/01/2017]
- [3] Github wiki reference the Libgdx InputMultiplexer [Online] Available:  
<https://github.com/libgdx/libgdx/wiki/Event-handling#inputmultiplexer> [Accessed: 23/01/2017]
- [4] JavaDocs reference to Clue class [Online] Available:  
<http://lihq.me/docs/JavaDocs/me/lihq/game/models/Clue.html> [Accessed: 23/01/2017]
- [5] JavaDocs reference to NPC class [Online] Available:  
<http://lihq.me/docs/JavaDocs/me/lihq/game/people/NPC.html> [Accessed: 23/01/2017]