

Sea of Geese

Implementation

A number of our less important requirements have not yet been implemented, which will be referenced using their ID in brackets, for example: (1.1)

General:

Our game does not have a story (1.7) because we felt this was beyond the brief given to us, and as such has been removed from our requirements. Also, our game currently does not have the leaderboard system (1.3) as we considered it to be less important in the initial development of our game when compared to other features. We also haven't included movement with mouse (1.2) or menu selection with the arrow keys as we realised we had to focus on simple input methods in order to develop our game effectively.

Sailing mode:

The grid based movement system (2.1) that we were previously been planning to use has been abandoned in favour of movement using the arrow keys, which was easier to implement. This meant an end turn button (2.11) is also no longer necessary, but also means that movement via mouse (2.12) is not implemented. These three have been removed from the requirements document now that we have changed how the movement system works.

Only half of the two part map (2.3) has been made, containing three colleges and two departments, instead of five and three in our requirement (2.6).

Enemy pirates do not yet patrol preset areas (2.8) but are generated at random locations within preset areas to prevent pirates being too spread out / all clustered together.

Hidden monsters (2.9) have not yet been implemented as we have stuck to one enemy type.

Weather (2.10) that affects battles and how the ship sails has not yet been implemented as this was not required for Assessment 2 and would require a large amount of development time.

Combat Mode:

Having two types of enemies, monsters and pirates, (3.2) is only partially implemented as we currently have pirates but not yet monsters.

(3.5) is not implemented because the end game boss would be in the second half of the map (2.3), which also is not yet implemented.

Items:

Currently, all three of the requirements for items (4.1), (4.2) and (4.3) haven't been implemented as we felt they were supplemental to the main game experience and weren't required for the current assessment.

Minigame:

The minigame to be played on death (5.1) has not been added yet as it is very different to the main game and we decided to focus on the main game first. This means that the three lives system (5.2) also hasn't been made as that is dependent on winning the minigame.