

Change Log

| ID | Owner | Description | Impacted classes/files | Requirements | Explanation |
|----|---------|---|------------------------|--------------|---|
| 1 | Spencer | Move into two groups of three | Methods and Planning | | This will allow us to work more efficiently by having multiple people work on the same region, allowing people to ask others for assistance and reduce the chance of clashes in code |
| 2 | Jordan | Switch to having only one whole team meeting per week with one sub-team meeting as well | Methods and Planning | | Due to this, our meetings as a sub-team will be much more efficient, whilst also taking up less time. We felt that the three meetings a week suggested by Undecided wouldn't be efficient and would instead take away from the development time |
| 3 | Jiahao | Removed the need for obstacles in sailing mode | Requirements | F3.3 | It felt like having both the weather and obstacles would make it a very annoying experience for the users and wasn't a necessity in the final product. |
| 4 | Spencer | Decided to not have an increasing point multiplier the longer you play | Requirements | F6.4 | Having an ever-increasing points multiplier could lead to players not doing anything and getting the highest points. It could also confuse players as to why their points were increasing faster |
| 5 | Tia | Colleges can now be attacked instantly instead of defeating guarding ships | Requirements | F8.1, F8.2 | This would've led to the fights against colleges being very drawn out and not fun for the player. It would also make it pretty difficult to progress because instead of fighting one boss, you were fighting a boss |

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| | | | | | and multiple other enemies in a row. |
| 6 | Ben | Captured colleges won't give perks | Requirements | F8.5 | This feature would be fairly difficult to implement and would most likely be unnoticed by the players. We decided to remove it as it wouldn't impact the player's experience either way |
| 7 | David | Removal of the tutorial and "mechanics that protect users against making error" | Requirements | NF1.1, NF1.3 | As we already have the user manual, we felt that it would feel like too much hand-holding if we had the tutorial as well, and it would also make it very frustrating for multiple playthroughs. We felt that the mechanics that protect users was ill defined and would be more frustrating than anything |
| 8 | Jordan | Removal of the save/load feature from requirements | Requirements | NF2.3 | The rare cases of software or hardware failure don't warrant the save/load feature themselves and it would go against our philosophy of having the game be fast paced and punishing |
| 9 | Jiahao | Added Goodricke, Langwith and ComputerScience | College class, PirateGame class, ShipType class and SailingScreen class | F1.1 | These had to be added in order to fit the requirements, and so we added them in the same way that Undecided had added their original colleges and departments, to reduce potential errors |
| 10 | Ben | Added buffs to the college purchasing screen | CollegeScreen class | F8.5 | These had to be added in order to fit the requirements, and so we added them in the same way that Undecided had started the college screen, to reduce potential errors |

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| 11 | Ben | Add permanent stat boosts to as purchasable items from departments | DepartmentScreen class | F9.1 | These had to be added in order to fit the requirements, and so we added them in the same way that Undecided had started the department screen, to reduce potential errors |
| 12 | Tia | Added sea monsters as a potential enemy in neutral areas | ShipType class, Attack class and CombatScreen class | F3.2 | The sea monsters were suggested in the requirement specification, so we added them much in the same way that Undecided had already added enemy ships, but with a lower chance of them appearing |
| 13 | David | Added an 'air wall' in order to separate Campus East from Campus West to give a sense of progression | SailingScreen class | F1.1 | We wanted to add a method of preventing the player from being able to access the harder part of the map, instead of it just being too punishing for the player. This method blocks the player from being able to move further than the wall. We also added a notification to the top of the screen letting the user know that they have to defeat more colleges before they can progress. |
| 14 | Spencer | Added a win screen letting the player know that they have completed the game | CombatScreen class | F2 | We added this in a similar method to how Undecided had added other screens but simplified as it was only a static image. This is displayed once the final boss has been defeated |
| 15 | Jiahao | Implemented the different weather affects and added a way for this to be presented to the user | SailingScreen Class | F3.3, F6.3 | The weather is defined in the Weather class, but we needed a way to present it to the player, which we did by adding it as a HUD element, in the same area as the |

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| | | | | | "Current Territory" is |
| 17 | Spencer | Added the minigame and allow it to be selected from the college screen | CollegeScreen class | F12 | The mini game had to be selected from somewhere and the college screen was the best choice as it is the first thing the player unlocks. We simply added a button to the college screen table that Undecided had already made |
| 18 | Ben | Modified some classes to be more modular | SailingScreen class and CombatScreen class | | We found that some of the code Undecided had written was very hard to test, so we edited their layout slightly to make it easier for us to unit test |