Implementation

Team 10: Hard G For GIFs

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a)

Link to the project's GitHub repository
https://github.com/hardgforgifs/game/tree/1.0.3
Link to the executable JAR
https://github.com/hardgforgifs/game/releases/download/1.0.3/DragonBoatRacing.v1.0.3.jar
Link to the source code
https://github.com/hardgforgifs/game/archive/1.0.3.zip

b)

The features that we have not implemented are the following:

- The player's ability to see a minimap that updates based on their location and their opponent's location as stated in the requirement FR_MINIMAP ● The player should be able to choose the resolution the game runs at, instead of it being hardcoded into the source code, as stated in the requirement UR_CHANGE_RESOLUTION
- The user should have access to information about game controls UR_DISPLAY_INSTRUCTIONS
- The game should include instructions for transitions between screens like "Click to continue…", where necessary, as stated in the requirement UR_DISPLAY_INSTRUCTIONS
- The game should allow the users to change settings like audio, controls, and graphics, as stated in the requirement UR_CHANGE_SETTINGS