

Implementation

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A few requirements were not met when implementing the project. These were all “Should” requirements, and all the “Shall” requirements were met. The requirements not met are:

ID	Description	Priority
UR_MENU_PAUSE	Players can pause and exit the game from a pause menu	Should
ID	Description	User Requirement
FR_HEALTH	The player should have a health meter that can be refilled	UR_WORLD_INFIRMARY

There are two points of note with the JAR file, that is included with the hand-in.

- The assets folder is required to be in the same folder as the JAR file, due to the rendering engine.
- There is currently no ‘game over’ screen. The game window will automatically close if the player loses the game