

UNIVERSITY OF YORK
DEPARTMENT OF COMPUTER SCIENCE

ENG1 Group Assessment 1 Team 1

Auber

Impl1.pdf - Implementation

Group Members:

Jonathan Davies
Jamie Hewison
Harry Smith
Annie Sweeney
Zee Thompson
Mark Varnaliy

Documented Code

The code for our Assessment 1 project can be found in the submitted .zip file, within the folder called 'Code'. We believe that the code provided is sufficiently documented so that another team would be able to take over our project and understand what they are working with, and also so that it is clear to examiners what each part of the code meets each part of assessment's requirements. Our code was created using LibGDX and the IntelliJ IDEA IDE - our justification for using both of these can be found in the submitted Plan1.pdf document.

We have also included the required executable JAR of the game in the submitted .zip file.

Features that are not (fully) implemented:

Below is a list of features required for assessment 1 that have not been (fully) implemented:

- UR-TELEPORT has not yet been fully implemented, the player is able to teleport but only to one location.
- UR-HEAL & FR-HEAL have not yet been implemented, the player does not have health or a way to heal
- UR-WIN, UR-LOSE, FR-WIN & FR-LOSE are also not yet implemented, as there are no win/lose conditions of the game
- UR-DESTROYED_SYSTEM is incomplete as there is no visible alert for a player when a system is destroyed
- UR-HELP, FR-ENEMIES & NFR_DOCUMENTATION are not fully implemented as the infiltrators are yet to have all abilities, so they cannot be described in a help menu
- FR-MAP is not implemented as there is no minimap yet in the game
- NFR_ACCESSIBILITY is also yet to be implemented, with there being no colorblind mode in game
- UR-MENU EXIT button in Pause menu does not send user to Main menu and just exiting the game