UNIVERSITY OF YORK

DEPARTMENT OF COMPUTER SCIENCE

ENG 1 Team Assessment 1
Group 18

REQUIREMENTS

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6.a - Code

The GitHub repository for the code is: https://github.com/ENG1-GROUP18/MainGame
The code can also be accessed by the code file in the .zip

6.b - Implementation

Within our project we have managed to successfully fulfil every requirement set out in the project brief, for this assessment. This however does not mean we managed to complete every requirement set out within our "Statement of Requirements".

Below you will find a table containing the ID's of the requirements which have not been completed, alongside the reasoning/justification behind it:

Requirement ID	Reasoning
FR_SCOREBOARD	When it comes to implementing the scoreboard, we were able to implement the basic UI design and access from the menu. However due to time constraints, as well as it only being an additional feature not presented within the customers UR_SCORE requirements, we felt it best to leave that undeveloped at this current moment in time.
NFR_OBJECTIVES	NFR_OBJECTIVES was a requirement related to the user requirement UR_USER_EXPERIENCE. We did implement a very basic objective system, "Conquer all opposing colleges" and prompted this to the user, technically fulfilling this requirement. However, we do not believe that we have fully developed the depth, and number of different objectives the customer initially set out in the product brief and customer meetings, therefore making it one of the unimplemented features.
FR_COLLEGE_CAPTURE	The mechanics behind FR_COLLEGE_CAPTURE is fully implemented. Once a college's health is decreased to zero it will become neutral and turn into one of your colleges. There are however some extra things that may be implemented. For example, when attacking colleges, we have their cannons and base separated, however we could introduce more strategy in the game if cannons were converted to fight for you if you capture a college without destroying them first. This would also add extra difficulty to the game, attempting to capture without destroying defences, whilst also not changing any of the fundamentals of the game (UR_DIFFICULTY). This ensures it is still accessible to everybody (UR_USER_EXPERIENCE), whilst adding extra difficulty and playability to those who want an extra challenge.