

Implementation



HardGForGifs

Dragos Stoican

Rhys Milling

Samuel Plane

Quentin Rothman

Bowen Lyu

Jack Gerhard

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