

Engineering 1
Group Assessment 1
Implementation Document

Cohort 2 Team 12

Features Not Fully Implemented

All requirements that have not been met are listed below with their accompanying ID used for traceability purposes.

UR_BOAT_SPECS - Different boat specifications were added, however, the AI all use the default specification and only 2 specifications were added.

UR_TIRED_OVER_TIME - The player does get tired over time, however, only changes to acceleration were implemented. Changes to maneuverability have not been added.

UR_COLLISIONS - Colliding with obstacles reduces durability, however the game does not end when the boat reaches 0 durability.

UR_DIFFICULTY - Every leg is the same as the last, thus no change in difficulty occurs over the game.

UR_AWARDS - Once the race finishes, there is no end screen showing who got what medal, only a normal time display similar to every other leg.

UR_PERFORMANCE - The game runs at 30fps consistently during legs, however after finishing a leg, the game freezes as it calculates AI times.

UR_INFO_DISPLAY - Only stamina and damage displays have been added. Position in race, distance to go, speed and acceleration have not been added.

UR_ACCESSIBILITY - The first leg is the same difficulty as every other leg. Similar to UR_DIFFICULTY.

UR_EXCITEMENT - The game is somewhat exciting, however, not as exciting as it could be with all the above features implemented.