

Engineering 1

Group Assessment 1

Implementation Document

Cohort 2 Team 12:

Umer Fakher

William Walton

Richard Erasmus Liiv

Olly Wortley

James Frost

Joe Cambridge

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.