Assessment: 1

Deliverable: Implementation

Team Name: Team 8

Team members: Charlie Hayes, Matilda Garcia, Joshua Stafford, David Kayode, Ionut Manasia, Matthew Tomlinson

Implementation

As a team we were able to get most all of the requirements completed to a significantly good standard, there are a few that we have not been able to complete however. These are listed below:

FR_BOAT_COLLISIONS:
We did not manage to implement FR_BOAT_COLLISIONS in the final executable of the file, this requirement states that boats should be able to bash into each other and lose health. It was a semi conscious decision as the AI is hard coded not to go outside of the lanes and the player gets slowed so much by going into the AI lanes that boat collisions would almost never happen.

FR_HARDER_OBJECTS:
This requirement was about making harder objects appear in later stages or having objects gain harder paths. Rounds were added quite late into development so a lot of requirements to do with them had to be looked at and decided if we could manage to complete them by the deadline. This is one of the requirements that we decided was not needed as the game already provided a good enough challenge so any more might make it too hard or breach UR_FUN which states the game must be fun.

FR_OPPONENT_DIFFICULTY:
This is the other semi round based requirement that we decided was not worth the time to implement as the AI was holding its own consistently against the player, therefore making it harder might make it near impossible for the player to win in most cases.

NFR_BOATS_BALANCED:
By all means this should have been very easy to implement, therefore we decided to leave it late into development. This turned out to be a bit of a mistake as it would need a lot of testing time to decide on stats to make all 6 boats equally balanced. As of now each boat has one stat that it excels in and one boat is slightly better at all of them. However it seems that the all rounder is better than the rest of the boats and is quite overpowered (this is however good for testing).

UR_SOUND_EFFECTS:
Although partially completed, due to the fact that we only have background music, we did not manage to implement any sound effects in the game as we lacked the tools necessary to create sounds that adhered to our aesthetic, also the requirement was marked as a may in our requirements page and was only hinted at by the customer and not included in the product brief. Therefore we decided it wasn't worth the time it would need to complete.

NFR_ROUND_TIME:
Our round time does not take 1-2 minutes as stated in the requirements, as a team we discussed this and we thought that making the rounds that long would fail one of our user requirements UR_FUN which we considered to be more important than NFR_ROUND_TIME and therefore making the rounds take around 30 seconds.

Other than these 6 requirements we fulfilled everything we set out to do at the beginning of the project to a good standard.

*Find requirements at: [Requirements (eng1-team-8.github.io)](eng1-team-8.github.io)