

### **Section 6b - Implementation**

The following requirements were either not completed or partially completed due to time constraints, changes in design direction or due to technical complexity. All requirement numbers reference our requirements table from section 2B.

- FR\_21 - "The game should feature a tooltip at the beginning of the game explaining how to play" - This was not completed, we believe controls are simple enough to understand.
- FR\_1 - "The game should restart upon completion" - We did not implement any kind of objective into the game, therefore, no way to check for completion. See FR\_20.
- FR\_19 - "The player should have at least one smaller objective that needs to be completed before the main objective." - There is an informal objective to take over all colleges, but the game does not check if this is complete.
- FR\_20 - "The final objective should be to take over all colleges" - In its current state the UI contains details about college health and progress towards the objective, but no checks are in place to "win" the game when this is completed.
- FR\_25 - "The game could feature a pause menu" - Ran out of time for this.
- FR\_14 - "Colleges should consist of a collection of buildings" - To simplify implementation only a single building represents the college.