# Implementation

## TEAM 32

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| Requirements | Implementation | Justification |
|---|---|---|
| UR_VISUAL | Partial | This requirement has been partially implemented into the game as there are some clarity issues that are noticeable while playing. The best example of this is when an infiltrator uses the ability "stopAuberHealing" found within the infiltrator class. There is no clear indication that the player is under the effects of this, apart from the colour of the health label changing from yellow to red. This could result in accessibility issues for users with colour vision deficiencies, and cause confusion to such players when they are unable to heal. |
| UR_AESTHETIC, NFR_AESTHETICS | Partial | While this requirement has been mostly implemented into the game, some enjoyment is lost with the team's implementation due to the lack of animation in the game. This in itself isn't hugely problematic for the overall enjoyment of the game, however if animations were in place it would feel much more 'alive' and provide a better overall user experience. |
| UR_NOTIFY, UR_VISUAL | Partial | This has only been partially implemented, as the user is shown an arrow that directs the player in a general direction toward the key system that is being destroyed, however this provides very little information to the player other than the location. This implementation could be improved if more information was provided, such as an onscreen message providing exact locations or |
| UR_ARREST | Partial | While mostly implemented, the original brief specifically states the user should be able to "arrest the perpetrator, and beam (teleport) them to the brig". While arresting NPCs and Infiltrator NPCs is possible in game, and they are technically sent to the brig. There is no "beam" in the game that teleports them to the brig as is asked for in the brief. Instead the NPCs are instantly moved into the brig and prevented from moving with no real feedback to the user other than the NPC vanishing. |
| UR_TELEPORT | Partial | Teleportation has been implemented in the game, however only partially, as only 2 teleporters are set up at each end of the map. This gives the player a method of quick transportation, but does not allow the player to teleport to each room. |

In the final implementation of the game, no features from the requirements given by the customer were completely left out. Every requirement has either been entirely or partially implemented to a functional state within the game.