2805ICT PACMAN FEASIBILITY REPORT

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At a glance

This document will consider the feasibility of completing the project in relation to the requirements and constraints already mentioned in the previous documents.

Functional Requirements

Below the feasibility of completing these functional requirements is assessed.

Identifier	Likelihood	Reasoning
F-R-1	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature.
F-R-2	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature.
F-R-3	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature.
F-R-4	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature.
F-R-5	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature.
F-R-6	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature.
F-R-7	High	This will be easy to accomplish with very simple variables and math
F-R-8	Medium	This might be hard to accomplish in this point in time due to an in improper understanding of the requirement. However, a lot of time remains and it is still likely that this issue will resolve.
F-R-9	High	Work with Dijkstra's algorithm has been completed in the past, as such the development team has experience implementing such an algorithm.
F-R-10	Medium	Just as 8, a proper understanding has not yet been acquired, and as such it's feasibility is not certain, but likely.
F-R-11	High	A tutorial of how to use SDL for a very similar purpose as been found, and will be used to help implement this feature. And the power up mode will be simple to add with the introduction of simple logic.
F-R-12	High	This should be easily accomplishable with a simple counter variable that ticks down with each pellet.
F-R-13	High	Because at this time this is planned to be implemented by a text file which will be read in by the program upon start up, this is a feature that the development team has worked with before and as such this shouldn't be too hard to complete.

Non-Functional Requirements

Below the feasibility of completing these non-functional requirements is assessed.

Identifier	Likelihood	Reasoning
NF-R-1	Already done	Given the chosen tools, this requirement is already completed.
NF-R-2	High	As of right now this is the case, and the game will be tested throughout to ensure it stays that way.
NF-R-3	High	The graphics that will be used by the game have been ripped off a data mining website that was able to acquire the original Pacman sprite sheets, as a result this requirement should be quite easy.
NF-R-4	High	This should be very attainable due to the use of c which is very fast.
NF-R-5	Medium	This is a feature that the development team has worked with before and as such this shouldn't be too hard to complete.