

# **Deliverable One**

In this document we will explain which requirements were not met and why.

## **Sliding animations**

Our highest priorities were given to writing clean, high quality and readable code. Due to time constraints and the complexity of these animations, the code we implemented to support this feature wasn't completely finished. We could get it working on time, but the code would be very messy. As we though we did not have enough time to properly clean this up, we decided not to implement sliding animations.

## **TrueType fonts**

The fonts in our game are not anti-aliased. We thought using TrueType fonts would fix this, but apparantly it did not. As such, we have decided to fall back to the old behaviour and keep using Bitmap fonts.