Implementation

Team 14: Bass2

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6.(a)

Link to Jar file:
https://github.com/engteam14/yorkpirates/releases/download/v1.0.1/yorkpirates-1.0.1.jar
Link to repository: https://github.com/engteam14/yorkpirates

6.(b)   For our implementation we implemented every requirement except:

- **FR.GAME_SOUND.2 -** This requirements specification is to implement music (instrumental), sound effects and a mute button. We did not implement sound effects due to the amount of different ones that would be needed for each aspect of the game and instead opted for an instrumental. This helped us stick to our time constraints because implementing this would delay the project as per risk 004.

- **FR.DISPLAY_HUD.3 - Minimap** this requirement links to **UR.CLG_POS in** which the user must be able to see where the colleges are relative to them. We decided to implement UR.CLG._POS with dynamic arrows that point towards colleges instead so felt the minimap was unnecessary clutter on the HUD and would take away from the exploratory feature of the game.

- **FR.COLLISION** - This requirement refers to the collision system. We **have** implemented a collision system for the map edges through use of tiled layers, however we implemented a collision system using rectangles and hit boxes in the code however this is not currently in use due to the decision to put the boats on the sand areas of the map and so therefore they are inherently unable to be crashed into. This is due to the customer telling us that the boats may be 'docked'. Furthermore, we decided that there is a more efficient way of implementing it through the use of box2D however due to time constraints, it wasn't feasible to attempt to implement it for this assessment.