



Implementation

TEAM 14 [ENG1]

- a) Provide documented code for a working implementation of the part of the game that meets the remit, requirements and concrete architecture for Assessment 1. Code can be submitted in the zip file, or via a link to a repository with a verifiable date before the hand-in deadline. An executable JAR of the game, that includes all external dependencies, must also be included in the zip file. (17 marks)
- b) State explicitly any of the features required for Assessment 1 that are not (fully)implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability. Provide precise URLs to any relevant web pages. (5 marks, ≤1pages)