Assessment 2 Requirements that haven't been fully implemented
We presented our partially fulfilled requirements for this assessment in a table. We believe this makes them easy to read and allows you to easily use the requirement IDs. We have linked our requirements for the last assessment for easy access to the IDs. URL for requirements: https://lloydbanner.github.io/SEPR-Team-7/Req1.pdf

Req	How it wasn't fulfilled	How this can be solved.
F1.3	We haven't increased the speed of the sports player. We believe this would make the game too easy. However, the sport player has now special ability yet.	Add a special ability such as a charge or short sprint that would be more balanced and fit the requirement of a quicker class.
F2.0	We have implemented 3 power-ups as required by for assessment 2. However, they don't have chances of spawning at certain locations and are instead placed specifically.	Introduce a random spawning mechanism for power ups.
F4.8	In our requirements we suggested that we would scale the difficulty by increasing Zombies or their stats as the player progressed. Instead of doing this based on progress we have change zombie frequency per location.	Introduce a random spawn parameter with a percent chance that can be modified or modify zombie stats based on mission items the player has.
F7.1	We have a menu system, but the option to save hasn't been added yet.	This needs to be implemented to fit the requirements of the menu.
F8.0	Player health bar is displayed on the UI, but ability cooldowns would also be a good indicator for the player.	Add ability cooldowns next to the health bar.
F8.1	Player respawns when health reaches 0 at a specific location on each screen, but the location isn't always safe currently.	Make safe respawn locations. Perhaps barriers that only stop zombies.
F10.0	There is no introduction for the player at the start of the game at the moment.	Add a short text section explaining the goal of the game.
NF7.0	The game currently only has sound effects for combat when the player attacks. There needs to be music and other sound effects.	Add sound effects to the game where appropriate.
F4.1	The game is currently linear and the player can't access all locations in an area in any order. As we didn't have automatic scaling this was better for the current version.	Remove the barriers on the tile map that cause the game to be linear.