

Implementation

Team 06:

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Requirement ID	Description	Explanation
FR_LEAVING_LANE	If a boat has left their designated lane then they should be fined with a time penalty, equal to the time spent outside their lane.	<p>This task was low priority, and so was investigated late in the project.</p> <p>It was decided that it wasn't a good idea to add features that alter the concrete architecture near the deadline, and so the requirement wasn't completed.</p>
FR_QUIT_DIALOGUE	If you press the 'esc' key during a race, a small pop-up dialog will ask the player to confirm whether to quit the game, which will be confirmed or cancelled pressing 'y' and 'n', respectively.	<p>This requirement is low priority, and a technical issue with the rendering architecture made it difficult to create a dialog box.</p> <p>As this was discovered late in the project, it was decided that it was too much work for a small requirement.</p>
NFR_CPU_MOVEMENT	The CPU controlled boats should be able to navigate and race through the course.	<p>This feature was partly implemented - while the CPU player is able to drive forward (and is surprisingly effective in early levels), it can't navigate obstacles and does not meet the fit criteria.</p> <p>This requirement was abandoned relatively early as time constraints became apparent, as developing a competent CPU player would take too much time.</p>