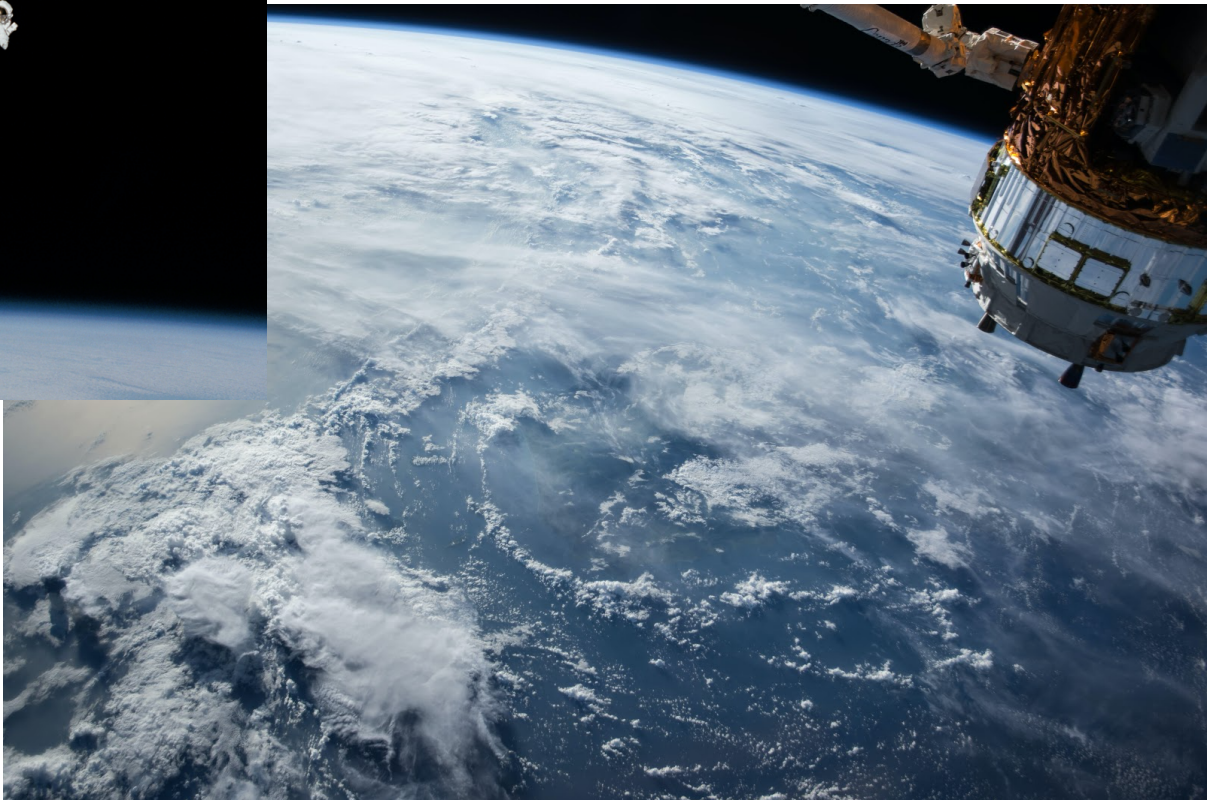


# Team VEGA: Auber

Implementation



Chloe Wardle · George Grasham · Lewis McKenzie ·  
Matthew Rogan · Haopeng Zhu · Benjamin White

One requirement, elicited from one of our customer-team meetings, was that the game should have a demo mode. The demo mode, referenced in our requirements as NFR\_DEMO, was initially planned to be implemented by recording an example of gameplay, and having this play for the user when the "demo mode" option was selected. However, due to time constraints, this was not included in our final version of the game and instead we had the game play out the same as in "play" mode however it is zoomed out so you can see what is going on all over the game. Meaning the requirement is not fully met but an attempt is made.

We had initially planned to include a mini map with gameplay; this is outlined in FR\_MINIMAP where "a mini-map is displayed within the HUD, where the lead character can see his current location in relation to the entire map". As the mini map was difficult to implement and did not add much value to the game, given time constraints, we decided to remove this from the gameplay.

Finally, we also didn't implement a Tutorial mode meaning FR\_TUTORIAL is not met. This is due again to time constraints and valuing a working implementation over a non-working one.