Missing Implementation

Teleportation

The requirements for teleportation as laid out by the user: UR_TELEPORTATION, describe a system where the player can choose from any of the other 3 teleporters to travel to (FR_AUBER_TELEPORT_START). Due to problems with implementation we have been forced to abandon this feature. In its place we have grouped the teleporters into pairs with only those 2 linked. This did allow us to make more balancing decisions such as which teleporters to link.

Difficulty & Balancing

Whilst not specified directly in the product brief the customer mentioned during the interview that the product was designed as a showcase for open days. As a result the games need to be short NFR_GAME_TIME (around 1-2 minutes maximum). This should be achieved by fine tuning certain variables (spawn rates of infiltrators, damage rates and cooldowns, etc). We also proposed that we could create different difficulty levels for the player to choose from UR_DIFFICULTY_LEVELS, but we did not implement these as it was a low priority.

NPC Movement

One of our aims with adding bystanders/NPCs to the game was to increase the difficulty and make the space station feel more like a space station. If the infiltrators were to look identical to the NPCs then the player would have to intuit which were the infiltrators based on movement and AI behaviour (NFR_BYSTANDER_APPEARANCE). However, due to low priority the movement system of the NPCs has not been properly implemented and tweaked. Currently it is trivial for the player to distinguish between NPCs and Infiltrators.