

## **Implementation**

ENG1 Team 16, 'Team Team'

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### **Features not fully implemented:**

Features from requirements that are not fully implemented include:

- UR\_Loss - The loss feature was not implemented as we felt without ship combat there was no way for users to lose the game.
- UR\_Plunder -The scope to achieve plunder we believe was from the destroying of ships but in assessment 1 there is no combat between ships
- FR\_SFX - not researched. This was mentioned in the user interview but as no one has implement SFX due to time restraints was not implemented
- FR\_Destroyed -As there is no combat between ships the user ship cannot be destroyed
- FR\_GainPlunder - The scope to achieve plunder we believe was from the destroying of ships but in assessment 1 there is no combat between ships

### **URLs to relevant web pages:**

Below are the URLs that link to each deliverable within our team's Github repository:

- Requirements:  
<https://github.com/OwenCYork/ENG1Team16/blob/gh-pages/Documents/Requirements.docx>
- Architecture:  
<https://github.com/OwenCYork/ENG1Team16/blob/gh-pages/Documents/Architecture.docx>
- Method Selection and Planning:  
<https://github.com/OwenCYork/ENG1Team16/blob/gh-pages/Documents/Method%20Selection%20and%20Planning.docx>
- Risk Assessment and Mitigation:  
<https://github.com/OwenCYork/ENG1Team16/blob/gh-pages/Documents/Risk%20Assessment%20and%20Mitigation.docx>
- Implementation:  
<https://github.com/OwenCYork/ENG1Team16/blob/gh-pages/Documents/Implementation.docx>