Top Right Corner

Implementation Report

We have implemented nearly all the features specified in the requirements specification <u>apart from those not required for the second assessment deadline</u>. We have not implemented the food resource (req. 1.4) or the ability for players to customise their roboticons for food production (req 1.13) as the brief specifically said that only the ore and energy resources were required so far. Random events (req. 1.16) have not been implemented yet as it was unnecessary to implement this for the current deadline despite it being in the original requirements. We have also not included landmarks on our map as the brief stated that it was not required at this stage (so requirement 3.2 has only been partially implemented as while the in game map does resemble the University Of York campus due to the large lake in the middle of it there are no clearly identifiable University Of York landmarks). Finally we have not implemented requirement 1.18 as the assessment brief stated the players should only be able to buy resources from the market (and not from each other).

Code is available here: https://github.com/SEPR-TopRight/SEPR