

1.0 Implementation Report

The documented code can be found [here](#).

One of the biggest features that is not fully implemented at this stage is the integration of roboticons into the market. At present each player is given a roboticon free of charge during the customisation phase, and can customise it to their chosen resource type. Once the player is given this roboticon they can not stockpile it, like we originally planned. Instead they must place that roboticon on one of their tiles that they have purchased, or else they'll lose it. In our original game design a roboticon must be purchased in the customisation phase, and can be added to the inventory of the player if they chose not to place it. Roboticons can then be sold or bought during the auction phase to the market. However this is not currently the case.

Food is not implemented, as it is not a requirement of this assessment. The code that calculates how much of a given resource a tile makes in the production phase actually calculates food production (in addition to ore and energy production). However each tile starts with no units of food, therefore no food will actually be produced. The market is also initialised to have no units of food, so this resource cannot be acquired via trading.

One feature planned that we did not implement due to time constraints is a mathematical model for the market, which uses historical market prices and current trades to vary the prices of each resource based on the demand and supply of that resource. Although this was an internal requirement that we wanted to complete for this assessment, ultimately it wasn't required by the customer at this stage.