Implementation

For the 2nd Assessment of our project we were required to implement a combat system with other ships, three colleges, two departments and a points system. However to implement these we also needed a world map that can be traversed across by controlling your own ship(s), a camera to view everything that is happening and the groundwork for further development of the project. We implemented all the the basic requirements for this deliverable, and features we are not (fully) implemented for assessment 2 are as follows:

Map:
For our function requirement 1.1 we have to construct a map that contains at least 5 colleges and 3 department with large body of water. However in Assessment 2 we only had to implement 3 colleges and 2 department in a smaller size map as this is the early stage of our development of the game. The colleges and departments are currently non-functional object, which only have some properties we expect and cannot fight back when player attacks. In the future development, we are going to give different colleges different properties which will influence the abilities of their ship.

Combat System:
We have implemented a combat system as the requirement 1.3. However the combat system we have now is a simple and clear turn-based combat system. In the future implement, we are going to improve the enemy AI to allow them move and attack more efficiently, also add different attack or survive abilities to different ships base on their team(i.e. player and different colleges).

Point System:
Based on requirement 1.4 and 1.5, we have create a point system class which contains the data of the point and gold of the player. By the requirement document, points will be earned by attacking enemies and by completing certain tasks and doing certain things in the game, however we only made it so points are gained based on the number of enemies destroyed. The currency system has also not been implemented yet since it is not required in the Assessment 2.

Other requirement have not be implemented:
Although the following requirements are not required yet, they will be later in development. Requirement 1.6 the mini game, 1.10 the random generation of events around map, 1.11 HUD for game information, 1.12 a full screen map and 1.13 restricted visibility system 'fog of war' has not been implemented yet since these features are not required by assessment 2 and are not essential features that would influence the game development. They also would make black box testing more difficult i.e 'fog of war'. The game is still not fully fleshed out enough that it contains 30-60 minutes of play time as required by 1.7, it also lacks instructions for the player inside the game. We will first finish the essential features of the game then later add a story line and other features that would improve the users experience while playing the game.

Requirement document could be seen at: http://limewire.me/docs//assessment2/Req2.pdf