

Implementation

Team 15

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Implementation

We have implemented every specified feature from the product brief, however some requirements from our requirements specification that have not been implemented are as follows:

Requirement ID	Justification
UR_DIFFICULTY_BEFORE_GAME	As the client stressed that they wanted increasing difficulty between rounds, we prioritised having a balanced game with this increasing difficulty rather than a difficulty setting before the game
UR_POWERUPS	The client stressed that this was simply an additional feature that was low in priority. We focused on having a good UX with a game that satisfies all other high-priority features
FR_POWERUP_RATE	Power-ups were not included in the game so it was impossible to work on the rate power-ups spawned at
NFR_ATTRIBUTES	Due to having a strong naming scheme for the boats, we felt it wasn't as important to display the stats for each boat as the user can easily see the differences between the boats through their names, and a short period of gameplay
NFR_MOVEMENT_EXPLANATION	
NFR_RULES_EXPLANATION	