

Implementation

TEAM ZANETTA

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Incomplete Implementation

- Ur_station - There must be at least 4 types of rooms in the station, and it will be inhabited by humans and aliens: As of now, the station consists of 4 rooms, but there is no distinct difference between them.
- Ur_teleport - Rooms may have teleportation pads allowing the player, but not the infiltrators, to teleport between rooms: There are no teleportation pads implemented.
- Ur_infirmary - There will be an infirmary which the player may teleport to to heal: There is no infirmary room, nor ability to heal (though there is currently no way to lose health either)
- Ur_game_end_condition - If all 8 infiltrators are captured, the game is won. If more than 15 systems are destroyed, the game is lost: Currently there is no check for the win or lose conditions.
- Ur_demo - The game will have a demo mode, in which it plays itself to show off the game and draw in potential players: As of now, there is no demo mode.
- Ur_display - The game should adapt to being played on different screen sizes: the game currently only displays as a 720p moveable window
- FR_TELEPORT - teleporting pads around the game map will allow the player to teleport between them. As of now there is only a method to teleport Auber but teleporter to carry this out.
- FR_ATTACK_MODE - When the player enters "attacking range" the brute will attack. As of now the Brute does not attack.
- FR_TRAP_TRIGGER - Each mine is triggered when Auber is in "explosive range". As of now the mines are only deployed by the Tinkerer but do not explode on Auber.
- FR_HP - The player's health should decrease whenever he is within range of an exploding mine, or he is attacked by a brute. Because neither the Brute or the mines damage Auber, Auber's health does not decrease.
- FR_RINGLEADER_TELEPORT - The ringleader should teleport to another room on the map when the brute is stunned. As of now the ringleader has no teleporting method.
- FR_ROOM_TYPE - Four types of rooms will be included in the game map. As of now there are 4 rooms with no difference between them.
- FR_GAME_END - when all 8 infiltrators are captured or more than 15 systems are destroyed, the game ends. As of now there is no call for the game to end.
- FR_DEMO - Game runs by itself in demo mode if not being played by a user: The game has no demo mode currently.