

Team iPatch

Assessment 2: Implementation Report

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Implementation Report

The code repository can be found [here](#). Some of the features required for Assessment 2 have not been fully implemented due largely to the fact that our idea for the game requires some features which were not required to be implemented which would have taken up too many resources that could have hindered completion of more important features.

Throughout the report requirements will be referenced. These can be found [here](#).

The features that have not been fully implemented are:

Points: Points can be obtained by shooting enemies, as per [R6.a] and [R6.b]. They are also present in the GUI, specified by [R3.a]. However, [R6.c] requires an amount of points related to time spent to be added when the player completes the game, but as it stands the game cannot be completed as levels have not been implemented. The current implementation only provides one level which only serves for showcasing what has been achieved and will not correspond to the final implementation.

Colleges: Similar to points, new levels have not been implemented as they would have sapped away too much of the time needed to produce the code for this assessment. [R12.b] specifies that upon defeating a college the next level will be made accessible, and furthermore implies that there is only one college per level.

Combat: All the groundwork for combat has been laid out and implementing new enemies has been made straightforward. However, [R16.a] requires that there be several enemy classes and in the current implementation there is only one, the chaser. This has not been implemented due to the difficulty of writing a suitable AI for new enemy classes with more complex behaviour than chasing the player.