Summarise how the software (code and GUI) was modified to incorporate the

required changes, and any other necessary changes made to the software, relating

each change to the revised final requirements and architecture, and clearly justifying

each change. Explain how and why you changed the software and GUI that you

inherited. Explain and justify any extra features that have been included in the

software. (15 marks, ≤ 2 pages)

Features:

1. Added whirlpools. Changed files: BuildingGenerator, WhirlpoolGenerator- R18
   1. They are randomly distributed throughout the map R18.a
   2. When the player is caught in them, they start spinning and are teleported to the spawn location - R18.b
2. Increased shot count for every crew member - R12.c

Changes:

1. Moved functionality from departments to player
   1. Increased modularity
   2. Remove unused methods
2. Added levelling
   1. Make the game more difficult
   2. Better compliance with R15.c
3. Restricted shot speed, made holding the left mouse button shoot continuously
   1. Adds balance and consistency
4. Cleaned up some code, removed unused methods from DepartmentControl
5. Improved the win screen to show points and time R6.c