

Implementation

Group Name: Team 6

Group Number: 6

Ryan Bulman

Frederick Clarke

Jack Ellis

Yuhao Hu

Thomas Nicholson

James Pursglove

b) Requirements not implemented

- UR_PLATFORMS
 - This is implemented to the best of our knowledge. We have selected an engine that builds on all operating systems required. However, we did not have a range of machines to test on, so when exposed to a greater degree of variation it may not always work.
- UR_ALLY
 - A low priority requirement that required a lot of additional work for a low level of benefit
- UR_AI_PIRATE
 - Also a low priority requirement that fell outside of the scope of the first deliverable
- UR_GAME_CURRENCY
 - The game does have a tracker for gold as a future currency. However it was outside of the scope of this deliverable to implement any system to spend this gold
- FR_CONTROL_CHOICE
 - We decided to only implement the ability to control the game with the keyboard. This is because the style of both movement and shooting working in cardinal directions does not translate well to using a mouse for input. This is especially true of laptops and their trackpads, which is a primary system the game should work on
- FR_OBJECTIVES_STRUCTURE
 - The game does not have objectives divided up into sub-objectives leading to an overall goal. The objectives themselves would have become clustered and the linear nature fits more naturally
- FR_OBJECTIVES_ORDER
 - As from FR_OBJECTIVES_STRUCTURE, there are no sub-objectives, so they are in a simple linear order.
- FR_OBJECTIVES_UI
 - As from FR_OBJECTIVES_STRUCTURE, there are no sub-objectives, so the UI only displays the current objective to be completed.
- NFR_HARDWARE_REQUIREMENTS
 - As with UR_PLATFORMS, this requirement is met to the best of our knowledge. The game does not have high hardware requirements, using a minimum of memory and CPU power. However, our fit criteria is broad so this cannot be guaranteed despite the low specifications of the game.