Implementation - Runtime Errors - Team 25

Names:

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6. Implementation [_22 marks_**]:**

a) Provide documented code for a working implementation of the part of the game that meets the remit, requirements and concrete architecture for Assessment 1. Code can be submitted in the zipfile, or via a link to a repository with a verifiable date before the hand-in deadline. An executable JAR of the game, that includes all external dependencies, must also be included in the zipfile.
(**17** marks)

b) State explicitly any of the features required for Assessment 1 that are not (fully) implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability. Provide precise URLs to any relevant web pages.
(**5** marks, ≤ **1** pages)

• You will be marked on the software engineering quality of your code, not its cleverness.

• When summarising design decisions, you should identify and focus on the key features and major decisions, rather than enumerating every data type, etc.

• Use formatting, naming conventions, etc. to make it easy to trace between your code and all relevant documentation.