

Implementation - Runtime Errors - Team 25

Names:

Charles Stubbs

Alex Shore

Annabelle Partis

Kieran Ashton

Yu Li

George Tassou

Part A

See the code provided with our submission.

Part B

We have fulfilled most of our stated requirements, excepting UR_SCORE and FR_SCORE, which suggested an onscreen counter to display the amount of enemies arrested. This has not been implemented. However, this function was merely a quality-of-life suggestion by our development team, and was never demanded by the stakeholders. Thus, it was given low priority in the requirements, and its absence is of little consequence.

The only other requirement disregarded was UR_MUTABLE. This requirement stated that our game must provide a mute button to silence any sound effects or music. As our game does not include either, it was deemed irrelevant and no mute button was added.

There are 2 minor bugs that would require fixing. The first bug is sometimes the enemy players can be seen in the dark areas. The other minor bug is when the enemies are placed in certain positions, they struggle to find the last task to sabotage. With more time, these issues could've been fixed however do not majorly impact the gameplay.

Bibliography

1. eVillareal. 2020. *Chapter 5 Tutorials And Custom Texture Sets*. [online] Available at: <<https://bloodypulp.wordpress.com/2011/06/30/242/>> [Accessed 12 November 2020].