

ENG1 Team Project

Deliverable 6: Implementation

Team 13 – Team Unlucky

LILLY BROWN
ROSCOE GILLATT
ADAM JOHNSON
MATTHEW TAYLOR
BRANDON WEST
AYMAN ZAHIR

b)

Requirement ID	How it has failed	Relevant architecture constructs
UR_FPS	When drawing Bullets for PlayerShip and Colleges under GameScreen's render method the frame rate drops suddenly every time a Bullet is drawn onto the screen after being added to the bullet list	Bullet PlayerShip College GameScreen
NFR_PERFORMANCE	A rendering issue in the drawing of the bullet causes stuttering in the gameplay.	Bullet PlayerShip College
FR_TASKS	We did not fully complete the task system as there is no way of initialising diverse tasks. Hence the user is limited to only the one task of capturing colleges. We only have the naively implemented drawObjectives method in MyGame which considers capturing a college as the only task. However we tried to make it interesting by implementing a Barrier which prevents the player from capturing the difficult final boss College without having captured the other Colleges first. Hence we still managed to implement some diversity in the tasks.	PlayerShip College Barrier MyGame
FR_AI_DIFFICULTY	While we have a generally constant difficulty for each college by initializing constant HP and MAX BULLET values we chose to make the boss college have more HP in order for a feeling of progression. While this can be easily fixed by decreasing the boss HP to the constant HP, the game would lose the little feeling of progression it has. It would also mean no reward for unlocking the boss	Constantine