

Implementation

Team 21

Team 21Direction

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- The code for the implementation of this game can be found either in the attached zip file, or at <https://github.com/Lyrenhex/Team21Direction>
- An executable JAR of the game is included in the zip file, named "PirateGame!-1.0.jar", which is similarly available to download from our website (<https://lyrenhex.github.io/Team21Direction/>).
 - Direct link to JAR download:
<https://lyrenhex.github.io/Team21Direction/PirateGame!-1.0.jar>

Almost all requirements have been met and implemented, with some exceptions:

- It may be unclear to people with colour blindness which colour some ships belong to, such as distinguishing between the player ship (Vanbrugh, purple) and enemy Derwent ships (dark blue). [UR_ACCESSIBILITY, NFR_COLOUR_BLINDNESS]
 - However, the player ship is always displayed in the centre of the screen and all other ships are deemed to be hostile. Therefore, the impact of this should be minimal, and colour-blind players should still be capable of completing the game.
- Upgrades (UR_UPGRADES) are limited: whilst the ship will upgrade as experience is acquired [FR_STATS] as the ship speed increases based on the number of experience points earned, specific ship upgrades (such as increased damage or health) are not selectable from a menu.
- The player ship does take damage when hit by projectiles [FR_DAMAGE], but in testing we determined that collision damage was detrimental to the player experience, and therefore the player does not take collision damage at this time.