

Implementation

Team 26 - Pirate Ducks

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Implementation

6a) The working implementation can be found at <https://github.com/booksaw/PirateDucks>

6b) The majority of the user and system requirements were successfully met. The following requirements were not met in the implementation:

- **UR_CHOOSE_COMBAT_METHOD** which says that the user can choose how they fight in combat. However, there is only one method of combat for each college in the implementation and the user has no choice but to use it.
- **FR_RESTART_CONFIRMATION** which says that if the user wants to restart, give a confirmation. There is currently no confirmation given when the restart button is pressed, the user can restart by quitting to the main menu and starting a new game.
- **FR_COMBAT_WIN_ANIMATION** which states that there should be a clear animation when a college or ship is defeated. Instead of showing an animation, the user is shown a screen saying that they defeated the college.
- **FR_DIFFICULTY_INCREASE** which says that the longer the game is played, the harder combat gets. There is no scaling difficulty, however the game is of sufficient difficulty and each college has a different game.
- **FR_COLOUR_BLIND_TYPES** which states that the system should have options for different colour blind types. There are no options to adjust colour blind settings, however the colours contrast well and all sprites have black outlines to help users distinguish between them.

The full table of requirements can be found in the requirements document (Req1.pdf)