<u>Implementation</u>

Team 26 - Pirate Ducks

Team members:

Charlie Crosley
Alice Cui
James McNair
Robert Murphy
Marc Perales Salomo
Dan Wade

Implementation

6a) The working implementation code can be found at
https://github.com/booksaw/PirateDucks. The executable JAR file for the game is called
"PirateDucks.jar" and is included in the same zip file as this document.

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)