Implementation

Group 26

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Kenney Game Assets and Fonts, Glitch (assets)	CC0	Public domain, no rights reserved	

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Incomplete Requirements

From the requirements that have been stated previously the following have either not been fully implemented or not implemented at all.

UR_SCALABILITY, which stated that the game should be able to be played on large and small screens, will not be fully implemented as although the screen size can be changed the components of the user interface such as buttons and labels will not change resolution with the screen. This should not have a great impact on the user experience as they are still easily accessible to interact with.

UR_SOUND, which stated that the game will have sound effects, will not be implemented meaning there will be no sound effects or any music playing in the background, although this should not affect the users ability to play the game it would have added to the user experience. This in turn means that FR_MUTE_FX is also not implemented as there are no sound effects to mute

FR_COLOUR_BLINDNESS, which stated that users with colour blindness would be able to select a colour palette that is suitable for them, will not be implemented although we have tried to ensure there is enough contrast in the assets we have used there are no settings to change colours to cater for those with colour blindness. This therefore means that NFR_ACCESSIBLITY and UR_ACCESSIBILITY have not been met as we have not fully catered to everyone and their accessibility needs.