Implementation - Impl1

Dragonite
Team 21

Omar Omar
Rhianna Edwards
Okan Deniz
Craig Smith
Omar Galvao Da Silva
Joel Wallis

Features not fully implemented:

Requirement	ID	Description
Obstacles will be in the boat's way, a boat colliding with an obstacle or another boat should decrease robustness based on the speed of the boat; upon being hit the obstacle will disappear.	UR08	The robustness of the boat (implemented as health) decreases by a fixed value and is not currently tied to the speed of the boat but instead tied to the severity of the obstacle.
The player should get tired over time, decreasing speed, acceleration and maneuverability	UR10	The player gets tired whilst using acceleration and when maximum fatigue is reached the player can not accelerate any longer, meaning they have to return to the base speed.
Recovery of energy	UR14	Energy (implemented as fatigue) cannot be recovered, it can only be used up.
There should be variation between the different legs in the game.	UR16	Variation between different legs only consists of a difference in AI difficulty and the number of AI opponents.
Demo's to allow the customer test the game	UR18	

Link to code repository: https://github.com/omar-h-omar/ENG1