

Module: ENG1/ASSESSMENT1

**Title: Incomplete Requirements in the
Implementation**

Team name: ENG1_Boolean_BobCats

Team members	1. Adam Howard
	2. Lewis Mcshane
	3. Morgan Davis
	4. Muhidin Muhidin
	5. Roan Gibbons
	6. Zijun Zou

Introduction

The following is a list of all the requirements that have not yet been fully implemented within the code as of the end of Assessment 1.

Incomplete User Requirements

ID	Description	Completeness
UR_INFILTRATORS_ABILITY	Infiltrators shall have different special abilities.	Only one ability implemented, the ability to change their appearance on 30 second intervals.

Incomplete Functional Requirements

ID	Description	Completeness
FR_DESTROY_NUMBER	The system shall record the number of destroyed systems.	The debug log displays how many systems are broken at any given time, however no UI displays this to the player yet.

Incomplete Non-Functional Requirements

ID	Description	Completeness
NFR_INSTRUCTIONS	We will give instructions for playing the game using clear and simple language.	No textual tutorials have been added, however outlines appear over interactable sprites when the mouse hovers over them, which encourages the player to click them.
NFR_FEEDBACK	Any in game feedback will not rely solely on colour or sound.	Sound and sprites exist, however there are very few sounds implemented, meaning it's relying primarily on graphics.
NFR_SETTINGS	The user should be able to adjust settings such as sensitivity and controls.	No settings can be adjusted outside of the code at the moment.
NFR_SCREENSIZE	The game window must be malleable in size to allow for fullscreen mode and windowed mode.	The game is automatically in fullscreen mode and cannot be resized outside of the code yet.
NFR_DEMO	There should be a demo mode where the game plays itself to show the user how the game works.	The NPCs move by themselves, but no AI or preset pathing has been implemented for the player.