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| <b>Module</b>      | ENG1  |
| <b>Year</b>        | 20/21   |
| <b>Team</b>        | 33 (Short Circuits)   |
| <b>Members</b>     | Jack Lord, Neo Metcalfe, Sam Rodgers,<br>Mohammad Abdullah, Qi Tang |
| <b>Deliverable</b> | Implementation  |

These are the requirements that we failed to meet within the implementation of Auber.

FR\_NOTIFIED: The player is not notified as and when a system is being sabotaged.

FR\_DEMO\_MODE: There is no demo mode as of yet.

FR\_TELEPORT: The player cannot teleport to the designated teleportation hubs.

FR\_HEAL: The player is able to heal inside the infirmary, however, as the teleportation system is not fully functional, they are unable to teleport from the designated teleportation hubs into the infirmary.

Another problem within our implementation, which was not referenced in our requirements, is that we did not have enough time to implement the collision detection system.