

Implementation

Cohort 1, Team 1:

Connor Blenkinsop
David Luncan
Emily Webb
Muhidin Muhidin(MO)
Sam Laljee
Sooyeon Lee

Features not Fully Implemented

- UR_Timing
 - The game needs to further developed in order to extend the play time as more features need to be included such as obstacles and enemy ships.
- UR_Stats
 - All stats cannot currently be shown as not all have been implemented. For example, plunder is yet to be added to the game.
- FR_Plunder
 - Similarly to the above feature, as plunder has not yet been added this requirement is not completed.
- FR_progress
 - This feature has not yet been fully implemented as there is currently no way to use the xp that the player has gained thus the user is unable to upgrade abilities.
- FR_Scaling
 - Scaling has also not been fully implemented due to time constraints .
- NFR_Scaling
 - The camera also needs further improvements as the zooming does not currently work with the bounds of the camera. While the game does work on multiple screen sizes it is not the most efficient or aesthetically pleasing.
- The movement has not been fully implemented as the ideal movement should use the A* algorithm and then follow that path between tiles rather than jumping between them.