

Implementation

Group 8 - Delta Ducks

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Features Not Fully Implemented

ID	Description
FUR_COLLEGE_DFT	<i>The user should be able to decide whether they want to destroy or make a defeated college an ally, option to capture colleges unavailable and are destroyed upon depletion of health</i>
FR_ATTACK_FAIL UR_PLUNDER_AQ	<i>On a failed attack the player will not receive plunder but may still gain XP.</i> Discovery that the chance of a failed attack taking place is impossible due to the clarification of the college combat system in a customer meeting
FR_ACCESS_OPTION	<i>The user should have clear visible access to a button to enable or disable accessibility features.</i> Color selection chosen specifically and tested with color blindness in mind, however accommodation to users of other potential disabilities is currently yet to be implemented.

Link to code repository: <https://github.com/harshonyou/eng1-team8>

The following unimplemented features were not requirements but were at some point considered in the design process:

- **Implementation of a minimap**
 - Fully functional minimap code was developed and implemented in the original demo of the game
 - Removed upon customer clarification of it being an unnecessary feature for the game.
- **Implementation of a sea monsters**
 - Fully functional sea monster code was developed and implemented in the original demo of the game
 - Removed upon customer clarification of it being an unnecessary feature for the game.
- **College Boss Battle**
 - Combat with colleges was initially implemented as a separate screen in which the user would be locked in inevitable combat with an enemy college upon interacting with one.
 - Changed to an open world approach upon customer feedback

- **Addition of game sound effects and music**
 - It was originally decided the game would have to make use of sound in order to build user immersion and audio files were located for intended use. Interface sound is built into LibGDX