

Air Hockey Group 42

Requirements completed

Must Haves:

From the must haves list all the requirements have been completed

Should Haves:

From the list of should haves all the requirements have been completed except the following three:

- The Main Menu shall allow the player to select some basic Game Settings (Like Sounds and AI difficulty if implemented)
- The game shall have a Single player mode
- In the Single player mode the player shall play against an AI bot

The reason behind the incomplete status of these requirements is that the AI tasks have been delegated to one group member in Week 2, yet he hasn't implemented the AI until now (Week 9), leading to the following requirements not being completed.

Could Haves:

From the list of could haves no requirements have been implemented. The main reason is that we didn't have enough human resources to complete these. We were a team of 4 members and also the work of these 4 members was not proportionally balanced (due to personal reasons for some members probably). Since some members were not able to finish even their delegated tasks, both because they weren't dedicating enough time to the course, and they were starting to work on their tasks one/two days before the deadline, we didn't venture into implementing that many extra features.