Implementation

6b: Unimplemented features

We failed to implement our UR_CITIZENS requirement which stated we needed non hostile civilians in the game. This was due to time constraints however this does not affect the gameplay. This was an optional requirement that we assigned the priority "may" to. Because of this we could not implement FR_SHAPESHIFTING the way we wanted to. Instead we shapeshifted the infiltrator into an object from the ship to disguise it.

When starting up the game, the user is shown how they can move using WASD and arrest using space. They are also told they need to protect the systems and what the systems look like. An image of the map of the spaceship is also shown. This partly fulfils NFR_OPERABILITY which states "Any user with any gaming skill level can learn to play the game within the first session". However I think we could have added more to fully implement this by adding a tutorial mode with pop ups giving the player hints. However this specific feature was never a requirement.

Our FR_MOVEMENT requirement was successfully fully implemented however could be improved as collisions could cause the player movement to become slightly jumpy. This never resulted in the player getting completely stuck, but would take the player half a second to move away from the collision box to start normal movement.

Resources
For our project we used a mix of open source assets and some we made.

"Arks",Unknown date, Dino Characters, https://arks.itch.io/dino-characters

"DeadEnd-lmz",Unkown date, Industrial RPG pixel Art
https://deadend-lmz.itch.io/industrial-rpg-pixel-art