

Group 11 - Requirements Assignment 2

Exercise 1

Must have

"Shoaling Fish"

- Groups of fish should appear, these fish have the same speed at which they travel.
- These fish schools are not allowed to use more than 50% of the screen height.

"New Opponent"

- An enemy that differs from others by having a variable speed following the pattern of a sinusoid.
- This new opponent will use a different sprite than used for the fish.

"The Great Fish"

- Once around every half a minute, a large enemy with a size of 1/3 of the screen appears.
- Beforehand a warning sound will notify the user that this event will be triggered soon.
- Next, for three seconds an arrow will display where the large fish will appear.
- This arrow will follow the player movements slightly lagged.

Should have

- A new sprite for the fish that appear into the same school.
- Quality of the existing sprites should be improved to scale better.
- An improved graphical version of the menu.

Could have

- Darth Bacchelli could appear from one of the screen sides to distract the player.
- A function to pause the game when the game is in the level state.

Would/won't have

- A highscore system where you can input your name and the highscores will be saved.

Exercise 2

Must have

- The Player class must be rewritten so our TA approves of code readability.
- The Player class must not have methods that contain more than 30 lines of code.
- The code that describes the player movement is complicated and must be simplified.
- The sprite that is used to draw the player must not be the same sprite as used for the enemy fishes.

Should have

- The player class should inherit more properties of its parent class so no code is duplicated.
- The sprite used for the player should be of better quality.

Could have

- There could be used a more abstract class to take care of the movement into different directions.
- Implement movement based on vector calculations.

Would/won't have

- Be able to use the mouse to control the player.