

Implementation Report

Our implementation so far is given in documented code on our website [1]. However, the progress of the game at this stage has left some of the features in our proposed architecture unfinished. We have successfully implemented our main mode, including character movement, a world map, and a combat mode that is playable. However some of the requirements [2] are yet to be fulfilled, and we have plans in place in order to finish their implementation.

Some of the user requirements are yet to be fulfilled due to certain remaining features yet to be finished. U8 specifies that we need a relevant minigame to be implemented within our game, however this is yet to be implemented in our code. We planned to implement this in Unity, using a separate GUI when the character interacts with a certain area, perhaps a pinball machine somewhere in the university for example. Another user requirement that is yet to be implemented is the ability to find treasure and loot within the game (U7). We plan to do this randomly throughout the 'main mode' whilst exploring the world.

There are some system requirements yet to fulfill. Requirement S1 specifies that the user should be able to customise the character in some way. Although we have implemented different character classes to use within the combat mode the customisation of skills is yet to be implemented.

Most of the functional requirements have initial implementations, however requirement F6 specifying character interaction to improve playability is yet to be implemented. This is thought to be achieved by including some dialogue within the game, and using a script to progress the story leading to the final boss fight. The non-functional and constraint requirements are fulfilled to the best of our knowledge at the current preliminary implementation.

References

[1] Game Executable: <https://oip508.github.io/Mambo-Studios/GameExecutable.zip>

[2] Updated Requirements: <https://oip508.github.io/Mambo-Studios/Req1Updates.pdf>