

## Implementation Report

This document lists the requirements concerning the unit allocation, conflict resolution and map features that have not been fully implemented in Assessment 2. In these requirements the uniting factor that prevents us from full implementation is the dependency on unimplemented classes. We don't perceive this as being a problem, since it has been explicitly stated that we should avoid implementing features that are not asked for in this part of the assessment. Were our code less modular, we could have likely achieved some of these requirements, however it would come at the cost of making our code less readable and harder to use/modify. We are confident that another team could start using our code and implement these features fully and with little friction.

### Unit Allocation

<b>F7.1</b>	Each turn the system shall calculate how many new gang members to allocate to the player and then allocates those gang members.
<b>F10.2</b>	The system shall allow users to add new gang members to sectors under their control and move gang members between them.

**F7.1** - This has been partially implemented because, at this stage in the assessment, we have not implemented the player class. At present, the system calculates the number of gang members to allocate, but does not allocate them.

**F10.2** - This requirement will not be implemented in this part of the assessment as it is dependent on the player class, which is not implemented in this part of the assessment. Because of the modularity of our code, once the player class is added, methods are already available to easily implement this functionality.

### Conflict resolution

<b>F9.4</b>	When the user successfully attacks a sector, the system shall reallocate the sector to being under the user's control and the user shall receive a bonus at the end of their turn.
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**F9.4** - This has not been implemented as the conflict resolution class does not perform reallocation. Instead the class that calls conflict resolution will perform the sector reallocation, this class is not yet implemented as it is not required for this part of this assessment. However, methods for unit allocation exist within the code, so implementing it in the future should be relatively straightforward. The bonus has not been implemented as the player class is required to assign bonuses and we have not implemented the player class in this part of the assessment.

### Map

<b>F11.2</b>	The game shall provide an interface through which the user can interact with the game.
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**F11.2** - The requirement has been completed to the extent that we have created a functioning GUI. However, this GUI cannot be used to affect changes to the game as this requires the implementation of classes that were not required for this part of the assessment. Again, we are confident that our code is consistent enough to implement this requirement without significant hassle.