

<b>Module</b>	SEPR
<b>Year</b>	2019/20
<b>Assessment</b>	2
<b>Team</b>	Dalai Java
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<b>Deliverable</b>	Implementation

## Implementation

Below are the features required for Assessment 2 that are not (fully) implemented, using the updated requirements referencing for identification. The relevant requirements can be found on this website: [https://baffledwhiskey.github.io/Updated\\_Assessment\\_1\\_Deliverables.html#item-1-1](https://baffledwhiskey.github.io/Updated_Assessment_1_Deliverables.html#item-1-1)

The user requirement UR\_DEVICE has not been implemented yet because we plan to finish the PC version before executing the mobile version. There are some features required for this game that are not implemented in our PC version.

The user requirement UR\_DEMO\_MODE is related to the functional requirement FR\_CHANGE\_GAME\_MODES. It has not been implemented yet because in order to demo our game to the users we need all other requirements working first. This requirement should be implemented in the GameScreen class.

The user requirement UR\_COMPARE\_SCORE has not been implemented, as we are yet to introduce a scoring system to our game. This would be implemented within the GameScreen class, with the comparison feature implemented within the GameOverScreen class.

In terms of UR\_UX, this requirement has not been fully satisfied due to certain aspects of the game producing unpleasant side effects. For example, the HitBox class we have initialised in order to keep the Fire Engine on the road can make it difficult for the user to turn corners, and creates a 'jittering' effect when the user attempts to exit the road.

Whilst we have implemented a pause screen which can be accessed via the 'escape' button, we have not implemented a 'pause button' as specified in FR\_RESUME, hence this requirement has not been fully satisfied. In order to satisfy this, we would need to modify our current 'pausing' code such that it reacts to the pressing of a certain part of the screen rather than the pressing of a button.

NFR\_GAME\_TIME is also yet to be fully implemented as it is possible for the game to continue for an infinite amount of time if the fortresses and fire engines refrain from attacking one another, however the introduction of ET patrols in the next assessment will help this requirement to be fulfilled.