

Implementation

Team 15

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Implementation

We have implemented every specified feature from the product brief, however some requirements from our requirements specification that were not fully implemented are as follows:

Requirement ID	Justification
UR_DIFFICULTY_BEFORE_GAME	As the client had emphasised that they wanted increasing difficulty between rounds, we prioritised having a balanced game incorporating this increasing difficulty as opposed to a difficulty setting before the game.
UR_POWERUPS	The client made clear that this was simply an additional feature that was low in priority. We focused on having a game with good UX and that satisfies all other high-priority features.
FR_POWERUP_RATE	Power-ups were not included in the game, so the rate at which power-ups spawned was irrelevant.
NFR_ATTRIBUTES	Due to the self-explanatory names of the boats referring to their dominant traits, we felt it wasn't as important to display the specific stats for each boat as the user can easily figure out the key differences between the boats through their unique names.