

Implementation Report

All of the core features for Assessment 2 (Combat with other ships, 3 Colleges, 2 Departments and the point systems) have been implemented by our team. However, reflecting on our requirements[1], there are certain improvements that could have been made but have not been added due to various reasons:

- Requirement **F4.5** suggests “Both players and enemies should have visible attributes” but currently all the attributes are hidden from the user and they can’t really calculate and plan forward during fights due to the lack of information. This can be easily fixed by for example implementing a screen that can be accessed from CombatScreen, which contains all the attributes of the player’s ship and enemy’s ship.
- Requirement **F5.2** states “In-game locations and proximity between them will try to imitate as much as possible from real life”. However, due to the uncertainty at the start of the assessment on whether sailing mode should be implemented as well as the difficulty of finding an appropriate Tileset for the map we just created a map with Islands put randomly on the screen. This can be easily implemented by making a new tile map.
- Requirement **F6.1**, **F6.4** and **F7.2** suggest varying the award of points and gold based on opponent’s strength and game time but currently these are both assigned at a fixed rate, partly due to there being only one type of enemy in the game at the moment. This can also be implemented easily by adding multipliers that change as game length or enemy difficulty increases.

References:

- [1] SEPR 'Updated Requirements' Rear Admirals. Available:
<https://therandomnessguy.github.io/SEPR/Assessment/2/Updates/Upd2Req1.pdf>
[Accessed 20th Jan. 2019]