

Implementation Report

This document references the updated statement of requirements available on our website[1].

For Assessment 2 we are required to design and implement:

1. The map
2. The conflict resolution mechanism
3. The mechanism for allocating new gang members

No other features are required to be implemented at this stage in development.

All the above features have been implemented for Assessment 2. The map was implemented via requirement F13 and all features of the map have been fulfilled for this assessment. The conflict resolution mechanism has also been fully implemented for this assessment via requirement F5, and the mechanism for allocating new gang members has been fully implemented through requirement F18. These requirements outlined the core mechanics we were required to implement for this assessment but along with this we have implemented other functional requirements.

Such requirements were implemented to allow the game to have a smooth setup and also to keep the game coherent. For example, if we had just implemented the three essential requirements for Assessment 2 the game would have been hard to navigate and play test. We needed a GUI for the game menu screens so a user could interact with the game easily. After reading requirement F15 the intermediate setup screen was also implemented so that a user could smoothly set up a new game and try the core functionalities. Requirement F11 and F10 were also implemented with completeness in mind. Since we had implemented the ability to pick a team/college and play as them, adding the ability to include a neutral player in the game also made sense during this phase of the implementation. Requirement F17 was implemented as well to ensure that when a game starts sectors are allocated randomly but in a fair way to each player. The togglable turn timer was implemented as a feature within the game relating to requirement F2 and F4, this was a feature that the user survey had suggested should be implemented which adds natural progression to the game and stops the chance of the game being idle for too long.

The only features of the game that haven't been implemented are in relation to the GUI.

The UI currently contains the following non functional widgets:

- Load game
- Music volume
- FX volume
- Colourblind mode

These widgets have been added to demonstrate the complete design of the UI, but their functionalities have not been implemented because of time constraints and because we preferred to give priority to developing other features. Such widgets will be made functional by whichever team decides to pick up our project. Further information about the features currently implemented in the game is available in the game manual [2].

References

- [1] SEPR "Updated Requirements" Risky Developments [Online]. Available: <http://www.riskydevelopments.co.uk/documents/UpdatedRequirements.pdf> [Accessed 21 Jan. 2018].
- [2] SEPR "Game Manual" Risky Developments [Online]. Available: <http://www.riskydevelopments.co.uk/documents/GameManualPDF.pdf> [Accessed 21 Jan. 2018]