

# Implementation:

## Team 23

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Part B: Features required which are not fully implemented.

We implemented most features required from the brief for this assessment. Although, some from our requirements were not fully implemented, as explained below:

Requirement ID	Reasoning
<b>UR_COMBAT</b>	Within the requirements set out by the customer, this version of the game should not currently include combat with other ships. Although combat between colleges has been fully implemented as stated within the requirements for Assessment 1.
<b>FR_ENEMY</b>	Enemies do spawn and are interactable, (can collide with) as stated by the customer as a requirement. But as set out in our requirements, enemies do not have any visual link to colleges.  We decided to focus on how the AI of the enemy interacted with the player. This, in turn, would help fully achieve the overall requirement for assessment 1 to which <i>“the player may encounter other pirates”</i> as without our focus on the AI, players may never come across these enemy ships during the gameplay.