Implementation Report

Mozzarella Bytes | Team 18

Assessment N°2

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Implementation Report

Our thorough planning and good team communication allowed us to implement all essential requirements and most extra requirements (those that weren't necessary for the user to play the game however made the game more enjoyable).

There was just one requirement that we feel we did not fully implement is FR_ANIMATION. This was a requirement we introduced following on from email communication with our client. It reads "The fortresses and fire trucks should change appearance as they are destroyed". We partially implemented this by using visible health bars above both fire trucks and fortresses that decrease when the health of the object deceases, however if we had more time we would have liked to implement this further by having the fire trucks and fortress objects themselves show visible damage, maybe through visible cracks in the image or through a colour change to show poor health. Furthermore, there is sound feedback which indicates when a Fortress is destroyed and when the Fire Truck gets attacked by a Fortress, however this doesn't satisfy FR_ANIMATION as the sound does not change the 'appearance' of the fire trucks or fortresses.

Our full project requirements can be seen here:
https://emhodges.github.io/SEPR-game/assessment1/FullProjectRequirements.pdf