

# Team 11

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## Implementation

## Source Code Repository

<https://github.com/ENG1-Team-11/boatgame3d>

## Features Not Fully Implemented

- UR\_1 CUSTOMISATION: AI boats have randomised stats across races, which become better as the player completes the legs of the race, but the player themselves is stuck at the base level
- UR\_2 STAMINA: Whilst this does decrease over each race, it is reset at the start of each level
- UR\_3 STAY IN LANE: This has not been fully implemented. While the lanes are fully visible the boat can simply go through them with no penalties to any stats of the boats.
- FR\_3.1 COLLISION LANE: See above
- FR\_10.1 TUTORIAL LEVEL: While there is a brief description of the controls and the general task there isn't an explicit level for a tutorial.
- UR\_11 UPGRADES: Through each level it is not possible to change any specifications of the boat and thus fails two functional requirements.
- FR\_11.1 UPGRADE SYSTEM: The upgrade screen presents no options to actually upgrade the player boat, and only serves as a break between legs of the race
- FR\_11.2 CURRENCY: No item entity is implemented that would give the player currency so it is impossible for them to earn any
- FR\_5.1 COLLISION OBSTACLES: This reduces both the speed, stats, and durability of the boat, but the damage is insignificant
- FR\_5.2 DAMAGE GAME OVER: If the player collides with over 100 obstacles, their boat entity will be destroyed but the game will not end