

Implementation Report

For this deadline, we had to implement two types of player, three types of power up, three locations and a winning condition. We have met all of these aims to the standards of our requirements where possible.

We have three large maps (Func.Area) created of the areas Goodricke College, Langwith College and Constantine College, along with a smaller map of the Goodricke Nucleus and the Flat that the player starts in. The three college maps are based on real locations in the University of York, which fits the brief we were given at the start of the project.

We have created two different player types (Func.Char) in different colours to differentiate them. Player One is slower than the other and has more total health, therefore being able to take more hits, while Player Two has a faster base speed but has less health.

We have implemented some power-ups (Func.Powers) with effects as follows:

- Increases the player's health (as long as it's not being increased above the maximum)
- Temporarily increases the player's speed
- Temporarily decreases the player's speed

Our winning condition involves getting 2000 points and having visited every safe zone. Every zombie the player kills gets them 100 points, and as of the current build, we have one safe zone which is the Goodricke Nucleus.

We have met/partially met many of our functional requirements at this stage, and they will be listed here:

- Func.Input – Controls are detailed in the User Manual.
- Func.Points – Game currently supports gaining points from killing zombies, but nothing else so far.
- Func.Char – Our current build only has two distinct characters, which is all we need for the current deadline, and the code leaves the opportunity to add another easily.
- Func.Area – We currently have three distinct areas, as per the deadline requirements, and two smaller areas.
- Func.Safe – We have implemented one safe area so far, no zombies spawn when you're there and visiting it helps towards winning the game.
- Func.Vary – We have implemented two types of zombie, one sort being faster than the other and with a different colour to distinguish them.
- Func.Powers – We have implemented three power-ups so far, and have set up the possibility to implement more in the future.
- Func.UI – All information is provided in the User Manual, however, very little is displayed in the UI at this moment in time, other than what can be inferred through the user's options.

At this time, we have not met the following functional requirements:

- Func.Mini - As Assessment 2 did not require any minigames to be implemented, we decided to focus on this feature during Assessment 3 and ensure all Assessment 2 requirements were met.
- Func.Boss - Same reason as Func.Mini.

Relevant Links:

- Testing Result - <https://github.com/mh1753/AbstractDelete/raw/master/Documentation/Assessment%202/TestingResults.pdf>
- Code: Within "A Killer Hangover" - <https://github.com/mh1753/AbstractDelete>