

Implementation Report

All of the code which forms the implementation of this project can be found in our team's [GitHub repository](#). The JavaDocs in this code (along with a compiled build of the game) are also available on our team's website.
Team Website: <http://jm179796.github.io/SEPR/> | JavaDocs: <https://jm179796.github.io/SEPR/JavaDocs/index.html>

List of Missing and Changed Features

ALL CHANGED REQUIREMENTS ARE NOW REFLECTED IN REQ2 - CLICK HERE TO VIEW THEM	
Requirement(s) [Refers to original requirements' document (Req1)]	Status and Explanation
[1. c. ii.] The UI should link to other pop up screens for information like market prices and roboticon upgrades to promote a simple and structured experience	Changed: A Market interface and an (incomplete) interface for upgrading roboticons have both been integrated into the active in-game HUD
[1. c. iv.] The statistics of tiles should be hidden until they can be acquired, so the user can apply intuition to their strategy	Missing: Individual tiles' yields are currently not displayed; this is due to change soon
[2. a. ALL] There must be at three visibly identifiable landmarks [2. a. ii] Buildings may have unique bonuses for the player that occupies them [14. b. ii.] At least three university landmarks should be clearly visible	Missing: Landmarks have not yet been implemented visually; this is because they're intended to cause in-game effects and will therefore need to be derived from a Landmark class that has not yet been written
[3. ALL] The game should support two opposing players (one of which may be computer-controlled)	Incomplete: The game cannot currently act as an AI-driven player itself
[5. d.] Player can win or lose money via "gambling" [7. d.] The market will have a bar where money can be won or lost via gambling	Incomplete: A [gambling()] method in the Market class has been written to facilitate gambling, but it hasn't been worked in to the UI yet
[6. ALL] The game should support random effects that come into play during a round	Missing: The Effects class, which has been designed, continues to await implementation
[9. a. ii.] Only plots adjacent to plots the player currently owns may be acquired [14. a. i.] Only tiles that are adjacent to players' existing acquisitions will be acquirable	Changed: Early on in assessment 2, the decision was taken to scrap this requirement and allow all tiles to be claimed regardless of the previous progress made by players
[9. b.] ...each player may purchase a Roboticon and customise them... [9. c.] ...the customised Roboticon may be installed...	Changed: Roboticons are now customised after deployment (in phase 3), rather than before deployment in phase 2
[11. a.] The player should be able to get information about resources that it [a claimed tile] is generating	Missing: Labels visualising tiles' yields do not yet exist, so they currently remain hidden to players
[11. b.] The player should be able to see the type of Roboticon, its current level and the number of resources that it produces	Missing: Icons for identifying unique roboticons have not been drawn yet
[12. ALL] The game should provide a brief background story	Missing: This story remains to be written
[13. ALL] The main menu should offer the following options... Start Game; How to Play; Leaderboard	Incomplete: College-selection screen is incomplete; HTP/Leaderboard screens are absent
[15. b.] There will be keyboard shortcuts to access various menus quickly	Missing: The game currently accepts mouse inputs only
[16. b.] A button to access the market...	Changed: The market is now integrated with the main interface and remains visible at all times
[17. a.] A tile's tooltip will describe/present the following information (provided they own it)... Information given in requirements document	Incomplete: Yield labels and roboticon upgrade identifiers are yet to be implemented; the concept of withdrawing roboticons was also axed

