

Requirements for Assessment 2

The scenario documents and assessment handout for SEPR do not specify which game features are to be implemented in Assessment 2, and which should be implemented in Assessment 3. Here we specify what should be implemented for each of the two SEPR scenarios *for Assessment 3*. All other features should be postponed until Assessment 3.

Scenario: Roboticon Colony of York

For assessment 2 you will implement the following features:

- A limited GUI - the map should be subdivided into plots, but there is no requirement to show a full-featured map with easily identifiable landmarks
- Customisation of Roboticons only to support Ore and Energy production
- Production of Ore and Energy (but not Food)
- Selling and buying **only** to and from the market

Scenario: Murder in the Ron Cooke Hub

For assessment 2 you will implement the following features:

- The GUI
- At most 6 detectives
- Question or accuse (but not ignore)
- At most one clue per room

(For clarity, the scoring system is out of scope for Assessment 2)