

IMPLEMENTATION REPORT

Overall we were pleased with our implementation. Other than a few minor issues, we have included every feature that we wished to implement. We made sure to focus heavily on implementing the core gameplay features, and this has been achieved very successfully.

Originally, we wanted to include a time limit feature into the game. Although we do have a timer in the game on the heads up display (HUD), there is nothing to end the game once a time limit has been reached. This is due to the nature of the game-flow: the team decided that after the said timer would reach the 15 minutes mark, a troop of ET patrols would start their march towards the fire station, which is something that cannot be stopped. Thus, because the current iteration of the game did not include the implementation of ET patrols, we had no way of implementing the timer feature without upsetting the whole structure and architecture of the game.

A feature that the team failed to implement is ET fortresses having unique statistics. This was due to the way the ET fortress class was structured in the first place: unlike the FireTruck class, in which every truck can vary different parameters (speed, range, water capacity, damage), in the Fortress class every statistic is set inside the class itself, hence making it unable to be changed. This is a rather subtle and very fixable inaccuracy which the team was unable to address due to time constraints more than coding inefficiency. We made it a priority to make sure all of the user requirements are met in the next iteration of the assessment.

We were also very keen to add a high score feature that could be linked over a network to the various other instances of the game running during the open day. We would then use this to add an engaging global scoreboard for people at the open day to enjoy. Unfortunately, this seemed too far out of the scope for our time frame as we would have had to implement some form of network connectivity along with a basic database. We do however believe that this is a very important feature, and it is not something we will as easily discard in future assessments.

Finally, it would have been preferable to add a miniature map or indicator to assist the player in locating fortresses, as well as aiding the player in returning to the fire station. Once again, however, given the time constraint, this was somewhat out of the scope of our project.

We also realised that, given the fast-paced rate of the gameplay and the visually pleasing graphic used for our game, providing the player with such feature might blemish the user experience overall and somewhat diminish some of the fun and enjoyment that the game provides by simply travelling/navigating around the map and discovering the enemies/landmarks.