Implementation



Team 10: Hard G For GIFs

Dragos Stoican

Rhys Milling

Samuel Plane

Quentin Rothman

Bowen Lyu

Jack Gerhard

a)

Link to the project's GitHub repository

https://github.com/hardgforgifs/game/tree/1.0.3

Link to the executable JAR

https://github.com/hardgforgifs/game/releases/download/1.0.3/DragonBoatRacing.v1.0.3.jar

Link to the source code

https://github.com/hardgforgifs/game/archive/1.0.3.zip

b)

The features that we have not implemented are the following:

- The player's ability to see a minimap that updates based on their location and their opponent's location as stated in the requirement FR_MINIMAP
- The player should be able to choose the resolution the game runs at, instead
 of it being hardcoded into the source code, as stated in the requirement
 UR CHANGE RESOLUTION
- The user should have access to information about game controls UR_DISPLAY_INSTRUCTIONS
- The game should include instructions for transitions between screens like "Click to continue...", where necessary, as stated in the requirement UR_DISPLAY_INSTRUCTIONS
- The game should allow the users to change settings like audio, controls, and graphics, as stated in the requirement UR_CHANGE_SETTINGS