Links to implementation deliverables:

Repository link: https://github.com/AlexGUni/How-Hard-Can-It-Be

JAR file: Included in zip file, also available on website: https://kroojel.github.io/game/Pirate-Game-Group-3.jar

Items not implemented

ID	Description	User requirement	Priority	Implemented
FR_MENU_KB_INPUT	The game shall accept keyboard input for menu navigation	UR_PLATFORM	Shall	No
FR_CROSS_PLATFORM_GNU_LINUX	The game shall be playable on GNU/Linux	UR_PLATFORM	Shall	Untested
FR_GAME_RESET	The game shall allow restarting play from an initial configuration	UR_GAME_INIT	Shall	No
FR_POINTS_TRACKING	The game shall keep track of a player's points	UR_EARN_POINTS	May	Not in part 1
FR_POINTS_UPDATE	The game shall give points with time survived and obstacles navigated	UR_EARN_POINTS	May	Not in part 1
FR_XP_TRACKING	The game shall keep track of a player's XP	UR_EARN_XP	May	Not in part 1
FR_XP_UPDATE	The game shall give XP on successful combat encounters completed	UR_EARN_XP	May	Not in part 1
FR_BOSS_UNLOCK_TRACKING	The game shall monitor quest progression status prior to unlocking final objective	UR_GAME_WIN	Shall	No
FR_BOSS_SPAWN	The game shall spawn boss upon final objective ready status	UR_GAME_WIN	May	No
FR_PLAYER_DEFEAT	The game shall display game stats upon player defeat	UR_GAME_LOSE	May	No way to kill the player

ID	Description	User requirement	Fit criteria	Criteria met
NFR_SHIP_COLLISIONS	The game shall detect collisions between different ships	UR_HOSTILE_SHIP_ENCOUNTER	Distance between drawn assets <5px	No
NFR_GAME_DURATION	The game shall finish within ~5 mins in a win or loss for the player	UR_GAME_DURATION	Tester must reach the game stats screen within 4-6 mins	Can be beaten in 4-6 mins, but there is no timer