

Implementation

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Our project was implemented entirely using 3rd party libraries from LibGDX which is available under the Apache License 2.0 [1] and Creative Commons Public License [2]. These licences allow commercial use and distribution of created works as long as the licences themselves are provided, along with necessary notices(including copyright, patent, trademark, and attribution), changes to the original software are marked, and any produced work is available to use under the same licensing. This was suitable for our project as we need to be able to distribute our work to others, and they need to be able to use and distribute their work. We also planned and expected to credit all libraries and assets that we used and therefore comply with all the requirements of use as we did not need to alter the software.

We decided to create all our own assets using Microsoft Paint, therefore there are no licences associated with them, which is ideal for our project as they can be easily passed on to others.

All features required for assessment 1, as stated in the original product brief, have been completed. However, our requirements document contains extra requirements based on completion of the whole game, as described in the product brief for assessment 2. Some of these have therefore not been completed yet. This includes the audio (UR_Audio), the money (UR_Money), the events (UR_Events), some elements of the timing(UR_Time) including semesters and pausing, the time delay for placing buildings (FR_Building_Timer), the ability to remove placed buildings (FR_Remove_Building), and the end screen (FR_End_Screen). Currently, at the end of the timer, the game will close.

References

- [1] Libgdx, "libgdx/LICENSE at master · libgdx/libgdx," *GitHub*, Jul. 6, 2013. <https://github.com/libgdx/libgdx/blob/master/LICENSE> (accessed Oct. 31, 2024).
- [2] Libgdx, "libgdx/CC-LICENSE at master · libgdx/libgdx," *GitHub*, Jul. 6, 2013. <https://github.com/libgdx/libgdx/blob/master/CC-LICENSE> (accessed Oct. 31, 2024).