

Implementation Report  
Eng1 Group 29

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### **3rd-Party Libraries or Assets**

In Assessment 1 we only used the LibGDX library, but since inheriting Team 32's project we have also inherited additional libraries and assets.

LibGDX is available under Apache 2.0, this is a permissive licence allowing us to use and distribute our work, so long as the licence is included in the distribution.

We also inherited a map created using Tiled (which is a level editor) similar to LibGDX, this is under the Apache 2.0 licence so we are free to use this level.

We inherited assets from Kenney Game Assets and Fonts and Glitch. Both of these assets are available under CC0, meaning that all copyrights are waived allowing free use to copy and distribute the work. Glitch are the assets the previous team created which were available under CC0.

Lastly, Montserrat font was used throughout. This font is covered by the SIL Open Font Licence (OFL), which similar to Apache 2.0 allows us to use/distribute as long as the licence is included.

### **Features not Fully Implemented**

#### **User Requirements**

UR\_ACCESSIBILITY - This requirement states that the game should provide accessibility options. Our game is yet to include options to change the accessibility. This could be a very time consuming process, for example adding alt text to the assets we've used.

UR\_BRANDING - This requirement states the game should be consistent with the Piazza building and contain UoY branding. Our game doesn't contain any branding showing the Piazza or UoY other than the name. We can relatively easily add a UoY logo for example to further meet this requirement.

UR\_SETTINGS - This requirement states the game should provide the option to customise settings. We are yet to complete this requirement, we can add another menu option with the settings control.

UR\_SOUND - States that the game may have sound effects. We haven't added these yet, but our code would allow us to add these in quite easily, the most time consuming stage would be finding/creating the sounds.

#### **Functional Requirements**

FR\_COLOR\_BLINDNESS (User Requirement: UR\_ACCESSIBILITY) - This requirement states that a colour palette can be selected to enhance experience for colour blind people. We haven't met this requirement, but we can add the option to change the colour palette among the other accessibility features to a new settings menu.

FR\_LOADING\_SCREEN (User Requirement: UR\_BRANDING) - This states that the system should display a logo on the loading screen. We don't require a loading screen in our game as it isn't too computationally demanding, but if we did branding can be added to show the game logo, and UoY logo.

FR\_VERIFY\_SETTINGS\_CHANGES (User Requirement: UR\_SETTINGS) - This states the user should be able to verify if they want to change settings. We haven't added a settings menu, but when we do we can implement this requirement.

FR\_MUTE\_SFX (User Requirement: UR\_SOUND) - We should be able to mute sound/music but as we are yet to add sound effects this feature doesn't need to be implemented at this stage.

#### **Non Functional Requirements**

NFR\_ACCESSIBILITY (User Requirement: UR\_ACCESSIBILITY) - This requirement isn't met, and as stated above this could be quite a time consuming process to meet this requirement.