

Implementation B

3rd Party Library and Assets Used and their Licensing information

Library: LibGDX

Use: Java development framework that provides tools to handle creation of cross-platform games

License: Licensed under the Apache 2.0 license which allows free commercial use, distribution, and testing. This is well suited to our non commercial academic project.

Asset: External images

Use: External images from MagiPik to depict buildings and money in the game

License: Licensed under their simplicity license which requires no attribution and allows for personal use and commercial use if used as part of a larger project which is suited to the UniSim project.

Partially Implemented Requirements:

- **FR_EVENT_EFFECTS** Events increase and decrease user satisfaction but money is unimplemented so events cannot affect money
- **FR_INTERACTIVE_ELEMENTS** On the menu screen, button elements highlight when hovered over but during the actual game, interactive elements don't change when interacted with

Unimplemented Requirements:

- **UR_IMMERSION** No functional sounds made during the game
- **UR_MONEY** Money isn't required to place buildings
- **FR_MONEY** Players aren't given any money to begin with
- **FR_BUYING** Money isn't implemented so buying cannot happen
- **FR_LEADERBOARD_MENU** Leaderboard menu is only displayed at the end of the game on the GameOver screen, can't be accessed from anywhere else
- **FR_ACHIEVEMENT_MENU** Achievements can only be viewed from the GameOver menu

The basic functionality requirements for assessment 2 are met