

**Assessment 2: Brownfield**

**Development - Implementation B**

**Cohort 1 Team 2**

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# **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\_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
- **FR\_ACHIEVEMENT\_MENU** Achievements can only be viewed from the GameOver menu

The basic functionality requirements for assessment 2 are met