

Bermuda Digital Entertainment (Team 7)

# Implementation

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We have met all the requirements as set out in the “Product Requirements” document. While our abstract and concrete approaches to architecture vary, we took an evolving approach that allowed us to quickly adapt necessary changes.

With the benefit of having two main programmers, the potential conflicts were kept to a minimum while not overburdening a single member of team.

This also allowed the programmers to communicate together without the need of holding team-wide meetings which would be more difficult to co-ordinate.

The following websites and repositories have been used (note: all graphics and assets used were either created by team members or taken from a free-use open source repository):

<https://libgdx.com/wiki/>

<https://libgdx.badlogicgames.com/ci/nightlies/docs/api/>

<https://github.com/czyzby/gdx-skins/tree/master/orange/skin>

<https://github.com/hollowbit/libgdx-2d-tutorial/tree/master/android/assets>

<https://www.youtube.com/playlist?list=PLrnO5Pu2zAHKAljRtTLAXtZKMSA6JWnmf>

<https://blackdragon1727.itch.io/pixel-bullet-16x16>

<https://monkeyimage.itch.io/beach-shoreline-tileset>