

# Implementation

Cohort 1 Group 2

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### **Third-Party Libraries**

- “LibGDX is a Java framework made for game development, providing tools that allow for easier game development in areas such as graphics, input, physics....”

License: Apache 2.0, a permissive free-software license, which allows free use, modification and distribution of the software.

### **Third-Party Assets**

- Pixel Lands by Trislin was used, its URL: <https://trislin.itch.io/pixel-lands-dungeons>. This pack was royalty free, allowing for personal and commercial use. Was used for the general environment.

- Pixel Quest by Simflz was also used, its URL: <https://simflz.itch.io/pixel-quest>. This pack allowed for limited royalty free use, however the paid version was accessed to ensure compliance with commercial projects. Was used for the character and also environment building.

- Potion Bottles by Nimrod was used, its' URL: <https://opengameart.org/content/potion-bottles-1-0>. It is free to use in any project, provided credit

- 2d Magic Book by osaanimate was used, its' URL: <https://opengameart.org/content/2d-magic-book>. It is licensed under public domain (CCO) and was edited.

- Mug of Beer by NiceGraphic was used, its' URL: <https://opengameart.org/content/2d-magic-book>. It is licensed under public domain (CCO) and was edited.

- Puddle Corpses by AntumDeluge was used, its' URL: <https://opengameart.org/content/puddle-corpses>. It is licensed under Creative Commons Attribution and was edited.

- Any other assets used such as the hourglass and the wet floor were all made by our team.

All assets used in game are compliant with licensing, ensuring suitability with the project.

### **Incomplete features and Limitations:**

- UR\_SAVE - “The user should be able to save their current progress in the maze”

This feature wasn't implemented due to prioritisation of core requirements. The architecture allows for further development but isn't supported as of now.

All other requirements were implemented and tested within the game.