

Implementation

Cohort 1 Group 2

Yusuf Almahmeed
Jane Boag
Charmaine Chamapiwa
Charlie Coyne
Anupam Cunden
Bertie Kerry
Leo Xu-Latti

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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 etc.

License: Apache 2.0, a permissive free-software license, which allows free use, modification and distribution of the software, making it perfect for our game.

Third-Party Assets

- Creative Commons Zero (CCO) 1.0 Universal was the license for the key and drink art, plus the background music, all found on [OpenGameArt.org](https://opengameart.org), which makes them easier for implementation.

- The watch art asset is under the Creative Commons Attribution-ShareAlike 4.0 International license and created by author 16Pixel on <https://opengameart.org/content/retro-game-ui>. Under this license we are obligated to give appropriate credit to the original creator, provide a link to the license, and indicate if any changes were made and also means our game must be distributed under the same license. License link: <http://creativecommons.org/licenses/by-sa/4.0/>

-The Grandfather clock asset + books/ detailing was made by author kueyhorse, found <https://kueyhorse.itch.io/darklight-academia-furniture-pack?download>. The author has stated we cannot use this for NFT or ai related projects, but can be used non-commercially (free version), if any changes are made this is allowed.

- All walls, windows and lots of furniture used for the cafeteria and library were from https://rafaelmatos.itch.io/epic-rpg-world-free-house-interiors?download#google_vignette, made by RafaelMatos. The license states this pack is free for personal and commercial use (no NFTS), and we can modify this tileset if we wish. Assets in the first rooms are from <https://rekit.itch.io/mijanistyle-school-tileset-24x24>, and the author (Rekit) allows for editing tiles, and also free use for commercial and non-commercial purposes.

- Our main character asset was pulled from a pack: <https://arlantr.itch.io/free-office-pixel-art>, made by Arlan_TR, which states that we can use this in personal or professional projects.

- Some NPC assets are pulled from the free version of this asset: <https://bdragon1727.itch.io/pixel-character-part-2>, created by BDragon1727. According to the licensing, we can use this on non-commercial games (free version), and we can modify as desired. This asset pack is not allowed to be resold. The rest of the NPC assets were made by James Mungall, <https://jmungall.itch.io/jrpg-character-sprites>. This is a free asset pack which can be used for non-commercial and commercial purposes.

Incomplete Features / Limitations

1. **Events:** We were unable to add all 5 visible hindering events (U2.1), 3 events that aid the player (U2.2) and 3 hidden events (U2.3) due to the time constraints. Currently in the game there are 1 hindering event, 2 events that aid the player and 1 hidden event.
2. **Extendability:** We would've liked to be able to implement more extendability features (S3.1) such as a maze map select on the main menu, which would help future developers if they were to add multiple mazes, but were unable to do so with the time constraints.