Implementation

"Lucky" Team 13

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All the assets we have used in our project are made by ourselves, so these do not require any licence to use.

LibGDX is licensed under the Apache License 2.0. It allows modification, distribution, as well as commercial, patent, and private use, making it fully suitable for our purposes.

Reputation points are not implemented, meaning that UR_Loss and UR_Win cannot be completed, and following from this FR_Reputation is also not completed.

In terms of Non-Functional Requirements, most are completed, except NFR_instruction_set, as we have no instruction screen. There is no tutorial level (NFR_tutorial) either, and the hotkeys are not changeable (NFR_options). An argument can be made that NFR_map_design is complete as the objects are understandable as they are all labelled, however as we haven't used any realistic sprites, NFR_visual_focus has not been completed. NFR_audio_visual_compatibility is technically complete, but only because there are no audio cues in the game.