

IMPLEMENTATION

Group 3

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The implementation of the project has incorporated several third-party libraries and assets, each with its respective licence:

Function & Owner	Licence	Suitability for Project
Game Engine libGDX	Apache 2 Licence	Suitable for both commercial and non-commercial projects without any licensing fees or restrictions.
Music "Envision" by Kevin MacLeod MacLeod	Creative Commons: By Attribution 3.0	Allows for commercial and non-commercial use with proper attribution, aligning with project requirements.
Main Screen Assets Craftacular UI By Raymond "Raeleus" Buckley	CC BY 4.0	Permits adaptation and commercial use with proper attribution, suitable for integrating assets into the game without licensing conflicts.
Map Design Asset Pack Cozy Town by shubibubi	Complete Version Licence	Allows commercial and non-commercial use with modification rights, but prohibits redistribution or resale, fitting for map design incorporation.
Map Design Software Tiled	Free	Tiled is free software, suitable for map design without any licensing fees.
Sprite Pack Design 16x16 RPG character sprite sheet by javikolog	CC BY-SA 3.0	Permits adaptation and commercial use with proper attribution and shares derivative works under the same licence, aligning with project requirements.
Font Pixelify Sans	SIL Open Font Licence, Version 1.1	Allows for free use, modification, and distribution, including commercial projects, with adherence to licence terms, suitable for incorporation into the game.

We have successfully integrated all features outlined in the product brief. However, it is worth noting that certain requirements from our specifications were not (fully) implemented as intended:

Requirement ID	Justification
UR_AVATAR_SELECT, FR_CHOOSE_AVATAR	The avatar selection feature was not included in this iteration because it was an additional requirement and considered a low priority. We prioritised enhancing the game's enjoyment and engagement by diversifying activities instead.
UR_SLEEP	Partially implemented. While access to the sleeping area has been provided, the functionality to sleep at any point is not yet available. This feature was deemed a lower priority, hence the partial implementation.