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| --- | --- | --- | --- |
| **Name:** | Nicolas Gossage | **Date submitted:** | 30/9/22 |

**Code works with the following versions**

|  |  |
| --- | --- |
| **Python version:** | 3.9.10 |
| **Arcade version:** | 2.6.13 |

**Copyright information**

**Graphical Assets**

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Created/Creator** | **License** |
| player | Nicolas Gossage | open |
| wall tileset for level 1, 2, 3 and 5 | Nicolas Gossage,Austin Bray Champtaloup, Hayden Robinson | open |
| prop tileset | Nicolas Gossage, Austin Bray Champtaloup | open |

**Sound Assets**

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Created/Creator** | **License** |
| Level 1 music | Nicolas Gossage | open |
| Level 2 music | Nicolas Gossage | open |
| Level 5 music | Nicolas Gossage | open |

**Code**

Code created by myself. Inspired by and adapted from the following tutorials

|  |  |
| --- | --- |
| **Tutorial Name** | **Link** |
| arcade documentation | <https://api.arcade.academy/en/latest/index.html> |
|  |  |

**Final Testing**

Please describe how you know your final game works

|  |
| --- |
| the game can be played from start to finish without any bugs and every feature is implemented |

**Authenticity Statement**

|  |  |  |  |
| --- | --- | --- | --- |
| Other than using tutorials and example code, all this work is my own. I understand all of the code and can explain it. | | | |
| **Signed:** | Nicolas Gossage | **Date:** | 30/9/22 |

Handing in checklist

Please ensure you have zipped up the following and handed it in.

* MVP description.
* All the code.
* Screenshots of commits if bit bucket was used otherwise all the folders used for versioning.
* All the assets required to run the game.
* All the sprint documentation saved as pdf.
* All the movies used in sprint documentation.
* All the documents linked to in the sprint documentation as pdf.
* All the testing documentation as pdf.
* Reflection on planning
* This document, completed, printed and signed.