

# IMPLEMENTATION

ENG12020TEAM24

Daniel Allinson

Pratham Bhat

Eghosasere Ewansiha-Vlachavas

Tara Harley

Mahir Rahman

Kyle Wilson

# Implementation

## Dropped Functionality:

Requirement ID	Reason (Risk ID)	Current status
FR_IDLE	R4 - reduce scope of game. This was requested from the customer interview but in our third meeting we negotiated we drop this due to the deadline and focus on making a playable game.	Design for Auber NPC class and interface was talked about however not added to the implementation.
FR_SFX	R4 - reduce scope of game. This requirement isn't in the design brief but was an interview topic, this function is being dropped as we do not have time to make and implement sounds.	We do not have the people with experience or knowledge in sound design and have not looked at adding it to the implementation.
FR_MAP	R4 - reduce scope of game. Creation of original assets cancelled. Difficulties in finding relevant 32x32 texture assets online that also have a free of use license. We have 4 different floor tiles but no decoration/furniture.	No textures made or found for defining the rooms clearly. Game has 12 rooms, including the infirmary and 6 textures.

## Sourcing

### Mahir

Tiled Map rendering and Collisions code sourced using tutorial videos:

- Tiled Map Rendering:  
[https://www.youtube.com/watch?v=ir6O5hS-Qk&list=PLrnO5Pu2zAHIKPZ8o14\\_FNIp9KVvwPNpn&index=2](https://www.youtube.com/watch?v=ir6O5hS-Qk&list=PLrnO5Pu2zAHIKPZ8o14_FNIp9KVvwPNpn&index=2)
- Collisions:  
[https://www.youtube.com/watch?v=IQMFiJSPVcY&list=PLrnO5Pu2zAHIKPZ8o14\\_FNIp9KVvwPNpn&index=5](https://www.youtube.com/watch?v=IQMFiJSPVcY&list=PLrnO5Pu2zAHIKPZ8o14_FNIp9KVvwPNpn&index=5)

This tutorial was used for the classes GameMap, TiledGameMap and TileType.

This code has a MIT license:

<https://github.com/hollowbit/PlatformerTutorial/blob/master/LICENSE> where this can be used free of charge for commercial and private use, distribution and modification.