

ENG 1 - Method Selection and Planning

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libGDX: We decided to use libGDX, an open-source game development framework licensed under the Apache License 2.0. This licence was well-suited for our project as it allowed us to freely use, modify, and distribute libGDX within our game without imposing significant restrictions. The flexibility provided by the Apache License 2.0 aligned well with our academic objectives and facilitated potential future enhancements or distribution beyond the academic setting.

IntelliJ IDEA: Our development was facilitated by IntelliJ IDEA, accessed through an educational licence provided by JetBrains. This licence permitted us to utilise IntelliJ IDEA's full feature set strictly for educational and academic purposes without incurring additional costs. The educational licence was well-aligned with our project's objectives, enabling us to expedite our development process while adhering to licensing terms.

Despite our progress, certain features required for Assessment 1 were not fully implemented.

UR8_MOVE_BUILDINGS: The ability to move buildings after placement, as outlined in user requirement UR8_MOVE_BUILDINGS, was not completed. This limitation restricts players' flexibility in optimising campus layouts, potentially affecting the overall gameplay experience and user satisfaction.

UR13_REMOVE_BUILDINGS: Similarly, the functionality to delete buildings, referenced in UR13_REMOVE_BUILDINGS, was absent. This prevents players from adjusting their strategies or correcting placement errors, which may lead to frustration and a less dynamic gaming experience.

UR9_TIME_ELAPSED: Additionally, the game currently displays the time remaining instead of the time elapsed as specified in UR9_TIME_ELAPSED. This affects how players perceive game progression and manage their time within the game mechanics, potentially impacting their strategic planning and overall engagement.

UR6_BUILDING_COUNT and UR12_BUILDING_RESTRICTIONS: Furthermore, there is no limit on the number of buildings that can be placed, contrary to UR6_BUILDING_COUNT and UR12_BUILDING_RESTRICTIONS. This could lead to imbalanced resource management and disrupt the intended difficulty and progression of the game, undermining the core gameplay mechanics.

These unimplemented features are identified by their respective requirement references, ensuring traceability and consistency within our project documentation and future development efforts.