Use of third party libraries

- LibGDX: Used for input handling, rendering and general utility
  > suitable for this project under apache license 2.0 as it allows complete freedom with distribution and modification of games that use the LibGDX framework without the release of the source code.
- TMX/Tiled: Used to load and interact with Tiled tilemaps
  > suitable for this project under an open source license and with TMX being an open format, in this scenario we are loading using LibGDX.The open license allows unrestricted use and distribution providing the assets are original or are approved for use by the owner.

Missing features

FR_EVENTS_LOCATION - Implemented partially, such as for the dean.changeDirection() method, which can occur randomly at any time after the event is triggered, however most events did not have a reason to be randomly located (e.g it does not make sense for the giveBook() event to occur anywhere other than the bookshelf).