

Additional Contents

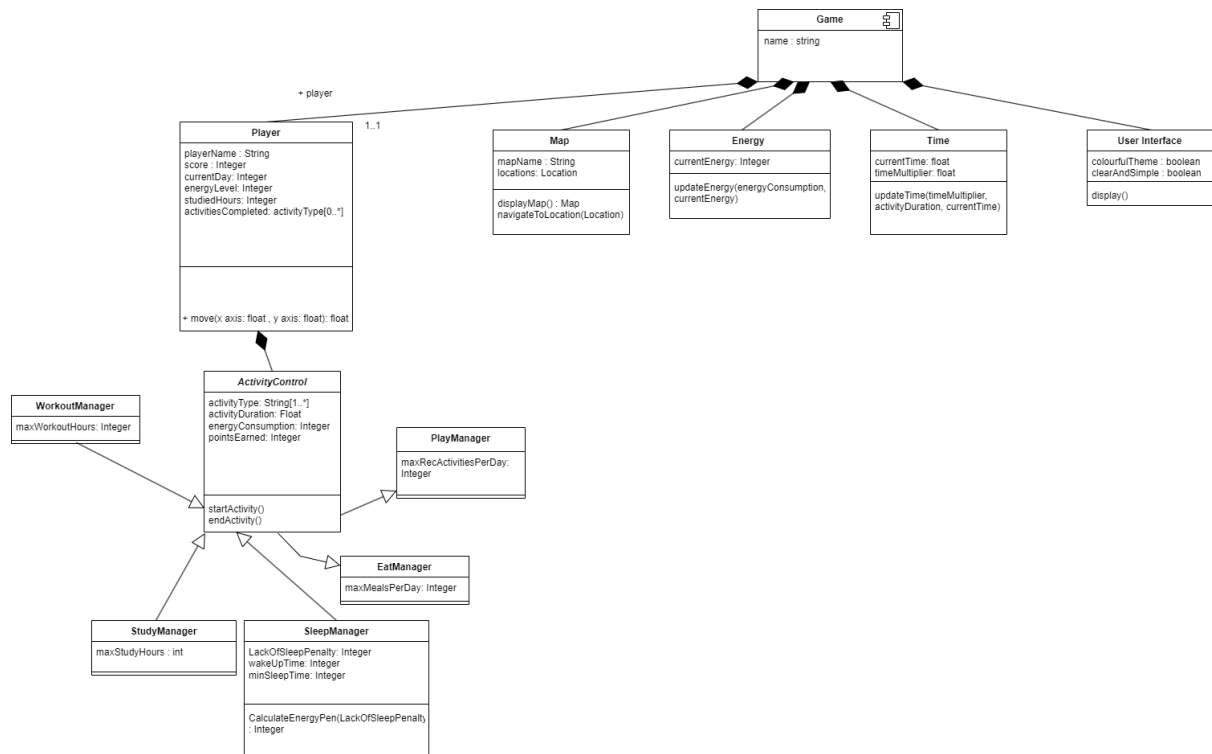
Group Name: Group 11

Group Number: 11

Group Members:

Damian Myszko, Yousif Zuhair, Elijah Jones, Charlie
Somerscales, Zubair Shaik, Tawfig Osman, Dom
Decicco

First Version of Architectural Diagram



[Link to full image](#)

Plan Screenshots

Week 1

<https://libgdx.com/wiki/>

libGDX Wiki - this will be useful to us as we are planning on using libGDX as our game engine.

<https://happycoding.io/tutorials/libgdx/>

libGDX Tutorials - will be useful for those who haven't used libGDX before

<https://www.mapeditor.org/>

Tiled - 2D map editor which we could use to design our games backgrounds.

<https://itch.io/game-assets/free>

Itch.io - free 2d game assets which we could use.

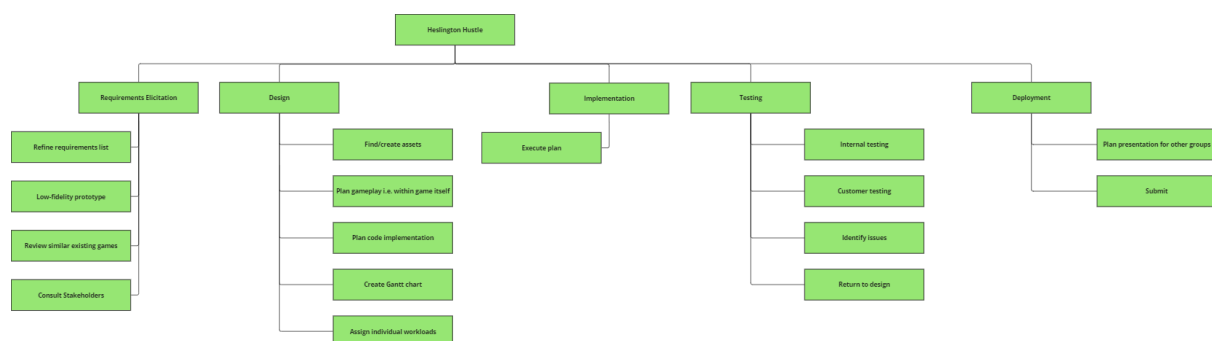
<https://docs.github.com/en/get-started/start-your-journey/hello-world>

GitHub guide - teach those of us who do not know how to use GitHub.

https://unityunreal.com/game-dev-resources/2d-sprites-characters/#google_vignette

Week 2

Work breakdown:



Code Requirements:

1. Player movement
2. Map design
3. Camera
4. Task interactions
5. Timer
6. Energy/time Meters
7. Score mechanic
8. Sprite animation
9. Loading page
10. Start page
11. End page

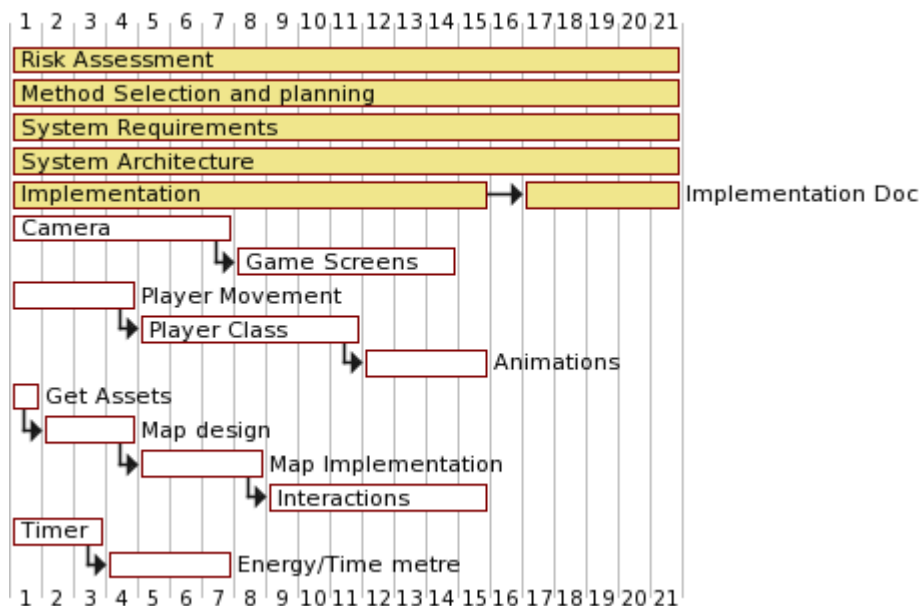
Assets:

Map
Sprites
Sounds (optional)

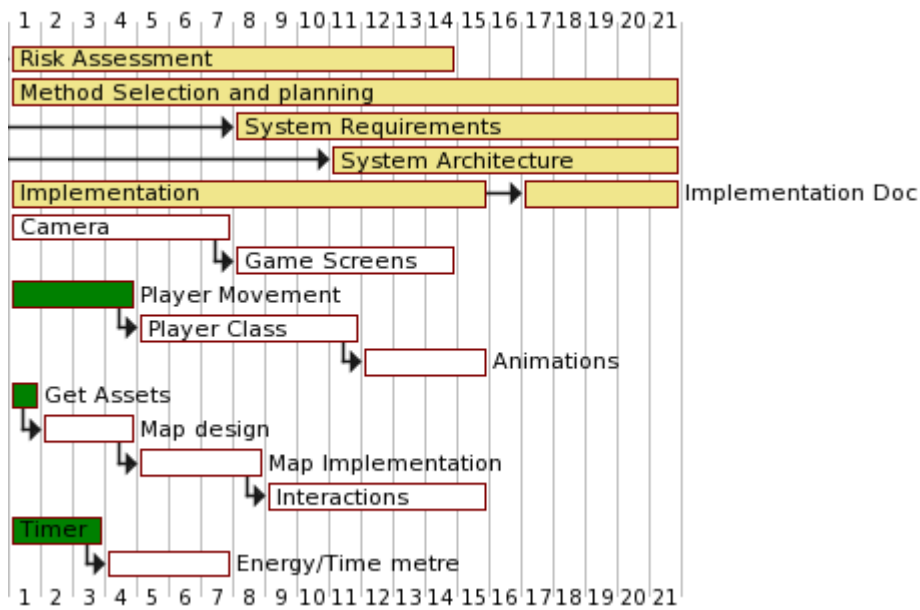
Assets: Documentation

Risk assessment
Method Selection and Planning
System Requirements
System Architecture

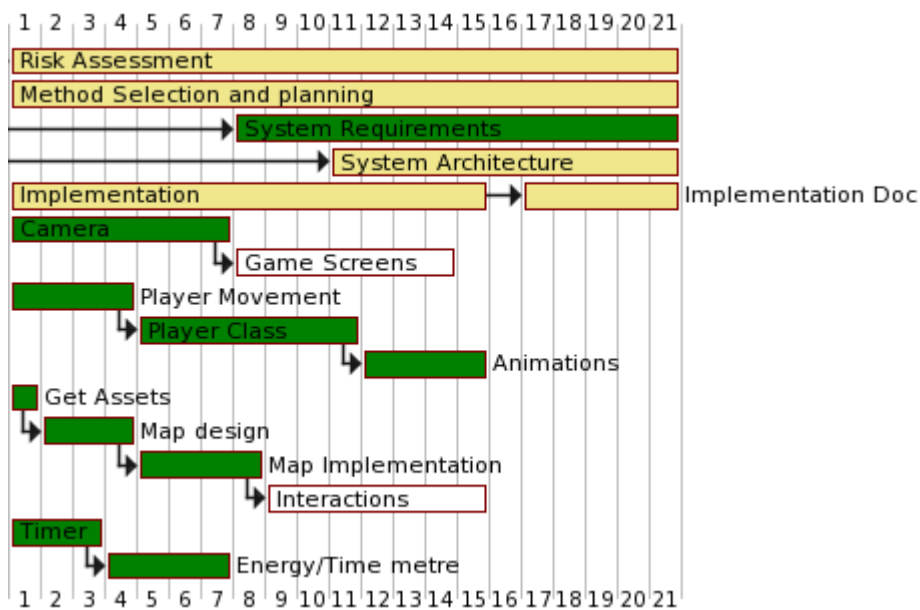
Week 3



Week 4



Week 5



Week 6

