

Third Party Libraries and Assets

- LibGDX - The main framework we used to develop the game. Free to use in any commercial and non-commercial projects as per its Apache 2.0 Licence.
 - <https://libgdx.com>
 - LibGDX is a very robust and supported game development framework, so it is very suitable to use for our game.
- Tiled Map Editor - Generic tile map maker with many helpful tools for integrating game logic into the map. Free to use in any commercial and non-commercial projects as per its Apache 2.0 Licence.
 - <https://www.mapeditor.org>
 - Tiled is an editor that can make maps very quickly and simply. It is also supported by LibGDX, making any map made with Tiled very easy to use with our code. Therefore it is a very suitable tool for use with LibGDX.
- Sprout Lands Asset Pack (Free version licence) by Cup Nooble - Used for the map. Free to use and edit in non-commercial projects.
 - <https://cupnooble.itch.io/>
 - Although the asset pack is primarily designed for farming games, it is still suitable for use to represent Heslington East since it is a green space abundant campus.
- Modern Interiors (Free version licence) by LimeZu - Used for the character sprites. Free to use and edit in non-commercial projects.
 - <https://limezu.itch.io>
 - The character sprites in the asset pack are simple and identifiable, therefore they can blend well with any other assets we use currently and may use in the future.

All Assessment 1 features are fully implemented. We didn't have time to implement additional features we had hoped to, for example we didn't fulfil UR_TUTORIAL. There are some requirements that didn't apply to us at this stage of development for example UR_MUTE despite being a high priority (shall) wasn't applicable as our game didn't have any sound, this is appropriate as UR_SOUND was low priority. Simply put if UR_SOUND was implemented that UR_MUTE would need to be. Overall our requirements gathering allowed us to successfully prioritise the requirements that were most crucial and our risk mitigated processes ensured we stayed inline with the requirements collected.