

Graduation Gauntlet

Implementation

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Implementation

Assets and features not fully implemented

The 3rd-party assets we used are:

The font from the game Balatro which is under a freeware licence. Which is suitable for the project as it can be freely used for projects but is still owned by the original creator. Within all screen textures the Minecraft Bookshelf Texture was utilised which is under the All Rights Reserved model. Through this and Mojang's ownership of the texture, we understand that the project cannot be published or distributed commercially under these terms.

The only features not implemented for this assessment in the game are the extra events as we were only required to implement one of each event type at this stage in development, so we chose to implement the FR_BOB_JUMPSCARE, FR_DEAN_ENEMY and FR_LUCKY_BLOCK as our current events. But the other events have not been: FR_CHATGPT, FR_STAFF_LANYARD, FR_CHECK_IN_CODE, FR_QUIZ, FR_GLASSES_ON_BOB, FR_SOF1_RETAKES, FR_TUITION_FEES, FR_TIMETABLE_CHANGE. But these have been clearly documented in the requirements for ease of adding in future development.