

Implementation:

**Group Name**

Cohort 1, Group 4

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As with the previous parts of the project, the main library was again LibGDX [1] as we are already familiar with its many features.

Also, as we have used before for asset creation, we have used Piskel [2] again for the assets we have added to the game.

One of the new libraries that we are using this time to ensure a sound design is JUnit [3] for modular testing of the game. Being able to automate tests for each class makes testing for errors a much faster process.

For the game's map, we are using the Tiled Map Editor [4] which makes map design simpler, as this was a new part of the design for us. Also, since it is commonly used in game development, there are plenty of resources that we have been able to use to help troubleshoot and better inform our design decisions in this aspect of the game.

LibGDX and Piskel are available under the Apache License (version 2.0).

JUnit is available under the Eclipse Public License (version 2.0).

Additional Software:

Tiled Map Editor is available under the General Public License (Version 2.0).

## Bibliography:

[1] Esoteric Software. (2020, Sep. 13). LibGDX - *LibGDX* [libgdx.com](https://libgdx.com) [Online].

Available: <https://libgdx.com> [Accessed: Oct.].

[2] [REDACTED FOR PRIVACY] (2013, Dec. 23). *Piskel - Free online sprite editor* [piskelapp.com](https://www.piskelapp.com) [Online]. Available: <https://www.piskelapp.com/p/create/sprite/> [Accessed: Dec. 5, 2025 – Jan. 5, 2026].

[3] E. Gamma, K. Beck. (1997, ...) . JUnit User Guide <https://docs.junit.org/6.0.2/overview.html> [Online]. Available at: <https://docs.junit.org/6.0.2/overview.html> [Accessed: Dec. 10, 2025 – Jan. 5, 2026].

[4] T. Lindeijer (2009, Sep. 1). Tiled - Tiled Map Editor <https://www.mapeditor.org> [Online].

Available: <https://www.mapeditor.org> [Accessed: Dec. 10 2025- Jan. 10 2026].