

Implementation

Windows 007 Cohort 3 Team 7

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0.1 Libraries and Assets

In the production of the Java-based game, UniSim, we used the LibGDX library. The library uses the Apache License 2.0 which allows users to use the software for any purpose, to distribute it, to modify it, and to distribute modified versions of the LibGDX framework under the terms of the license, provided that any substantial portion of the software includes a copy of the license. Using the license requires no obligation for software developers to disclose source modification. This enables extensive adaptations of the framework for current and future purposes, such as UniSim.

A few features were not fully implemented in the game that were listed in the requirements. One of the features that was not implemented is real-time feedback on how the buildings affect the student satisfaction score, which falls under the requirement UR_REALTIME_FEEDBACK. However, there is real-time feedback that indicates if the building is placeable, and indicates which tiles are already occupied. Another feature that was not implemented in the game is the upgrading of the buildings, which should enhance the capabilities of the building. This feature falls under the UR_UPGRADE_BUILDINGS requirement.