



D6 Implementation

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D6b - Licenses and Requirements

LibGDX

This has the Apache License Version 2 ([found here](#)). This is suitable for our project as this license gives us the freedom to make our game using LibGDX and we have the ability to sell and transfer the work if our customer were to change their mind and want to expand the game.

Pixabay

This is a Pixabay License found here: <https://pixabay.com/service/license-summary/>. This license is suitable for our project because it provides high-quality, usable assets including music that we can incorporate into our game without attribution. Music can be used copyright free and credit does not have to be provided.

Requirements not (fully) implemented

Below are the requirements initially gathered in our customer meeting that we were not able to (fully) implement mainly due to time constraints.

User requirements:

UR_CHARACTER_CUSTOMISATION - not implemented
UR_EVENTS_LINKED - not implemented (planned but not executed)
UR_SOUND_EFFECTS - not implemented
UR_EVENTS_LOCATION - not implemented (events in same each time)

Functional requirements:

FR_CHARACTER_CUSTOMISATION - not implemented
FR_CUSTOMISATION_MENU - not implemented
FR_POSITIVE_EVENTS - partially implemented (1 event implemented)
FR_NEGATIVE_EVENTS - partially implemented (1 event implemented)
FR_HIDDEN_EVENTS - partially implemented (1 event implemented)
FR_EVENTS_LOCATION - not implemented (events in same place each time)
FR_EVENTS_LINKED - not implemented (planned but not implemented)
FR_MUSIC_VOLUME - partially implemented (mutable but can't change volume)
FR_SOUND_EFFECTS - not implemented
FR_INSTRUCTION - implemented (changed to display for 10 seconds)
FR_PAUSE - implemented (changed to key rather than button)