Cohort 3 - Group 22: The Wafflers

Eng1 Assessment 2

Implementation

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3rd Party Libraries and Assets

Similarly to our project 1 implementation, the codebase we inherited for this project also used libGDX(https://libgdx.com) for the game development process, due to its well implemented graphics rendering and game logic. libGDX is open source (Apache Licence 2.0), so there are no issues regarding licensing. The inherited game implementation also used the Gradle (https://gradle.org) build tool, also under the Apache 2.0 Licence. Due to the use of libGDX and Gradle throughout the development of our first project, there were no difficulties in adapting to new frameworks or environments, allowing introducing new game features requirements and requirements to be done much easier. The inherited implementation also used appropriate licensing for all game assets used, these are shown in the table below alongside source links and the appropriate licence.

Asset/Library	Source	Licence
Map tiles	https://kenney-assets.itch.io/rpg-urban-kit	CC0 1.0 Universal licence
Map tiles	https://www.kenney.nl/assets/sports-pack	CC0 1.0 Universal licence
Map tiles	https://limezu.itch.io/moderninteriors	Free use licence allowing non-commercial use
Duck asset	Asset modified from https://caz-creates-games.itch.io/ducky-2	CC0 1.0 Universal licence
OETZTYP font	https://www.fonts4free.net/oetztype-font.html	Free licence
Bebas Neue Regular font from	https://fonts.adobe.com/fonts/bebas-neue#about-section	SIL OPEN FONT LICENCE Version 1.1

The CC0 1.0 Universal licence grants us freedom to use, modify, and distribute the assets for commercial or private purposes without requiring attribution. The SIL OPEN FONT LICENCE Version 1.1 permits commercial use, modification and distribution of the font, with the restrictions that we may not sublicense the font. We would also be obligated to rename the font and include the full licence if we modify it. The Apache 2.0 Licence permits commercial use, modification, distribution, and sublicensing. We are obligated to include the full text of the licence in modified software and state significant changes made to the software. All of the licences used permit the use of their respective software for commercial use. As our use case is private/academic, our use of the software is permitted and licensed. Any other assets not mentioned, such as the markers for the activities, the background for the HUD and the achievement logos, were custom made. This was done due to a specific asset being required in these situations, which wasn't easily accessible online. Using a drawing program called Piskel (https://www.piskelapp.com), the 2d sprites were created to enhance the user interface and provide a more aesthetic feel to the game.

Requirements Review

Most of the requirements we set out to fulfil have been satisfied. The following, relating to sound which was a low priority task, have not been met:
- NF_Music
- NF_SFX
This will therefore impact the UR_Enjoy requirement. However, the user can get enjoyment through other aspects of the game.