

Implementation - Part B

1) Third-Party Libraries and Assets Used:

- (a) LibGDX: The core game development framework that provides tools for handling graphics, user input, and managing the game lifecycle.
- (b) External Images: This project used four external images, each in PNG format. The purpose of images used for [House](#), [Lecture Hall](#), [Cafe](#) and [Sport Building](#)(Recreational Building/Event).

2) Licence Information and Suitability:

- (a) LibGDX - Apache License 2.0: The licence is well-suited for our non-commercial academic project. It allows free use, modification, and testing without licensing fees.
- (b) External Images: The images used in this project are obtained under a permissive licence that allows both **personal and commercial use**. Also allows for **unlimited number of times** and perpetually.

3) Unimplemented or Partially Implemented Features(Assessment 1):

- (a) Partially Implemented Requirements:
 - **UR_THREE_EVENTS (FR_POS_EVENT, FR_NEG_EVENT, FR_NTRL_EVENT)**: Only the positive event is implemented(sport building).
 - **FR_REACT (UR_REACT_TO_EVENT)**: Users can react to some events, but not all event types provide multiple choices yet.
 - **FR_DISPLAY_SCORE (UR_SS_SCORE)**: Displaying user satisfaction score has not been fully designed yet.
 - **UR_PLACE_ACTIVITY (FR_PLACE_ACTIV)**: Only the placement of sports centres is implemented; other activity areas remain unimplemented.
- (b) Unimplemented requirements:
 - **UR_PAUSE (FR_PAUSE, NFR_AUDITABILITY)**: Game pausing and progress saving are not functional.
 - **NFR_ACCESSIBLE, NFR_USABILITY**: Accessibility enhancements and usability improvements have not been tested or implemented.
 - **FR_BUILD_TIME**: Building placement currently is not implemented.
 - **UR_SS_SCORE**: The student satisfaction scoring system is not implemented.
 - **FR_ERROR**: Error messages are not implemented when building in a restricted area.
 - **FR_PLACE_CONFIRMATION**:Confirmation not provided after placing a building.
- (c) Fully Implemented Requirements:
 - **UR_CHOOSE_PLACE**: Users can choose where to place buildings.
 - **UR_PLACE_FOOD, UR_PLACE_SLEEP, UR_PLACE_STUDY**: Users can place specific types of buildings (cafe, house, lecture hall).
 - **FR_DURATION**: Game duration limit is implemented.