Implementation

Cohort 2 - Group 7 - 'Mikey and the Freemans'
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Working Implementation:
Our working implementation features all "Must have" requirements as per our updated requirements document, with one exception. All "Could have" and "Should have" requirements are also met, except one which is partially met.

Unimplemented features:
The "FR_Chasing_Dean" requirement for a "Dean" character that chases you around the map has not been met. We found this too difficult/intrusive to implement as each "room" of the map is its own separate instance, which the player teleports between. This means that the rooms do not physically exist next to each other for the dean to travel through. Instead, an abstract "Dean" is mentioned on the game end screen, as a diegetic reason for the timer restriction the game has. The "UR_Audio" requirement is only partially met as there is just one slider that controls all audio channels.

Third-party assets and licenses:

Asset / Library	Description	License	Suitability
LibGDX Framework	Framework for game development. Provides many libraries for use in development.	Apache 2.0	This works well, it allows us to build and distribute our project without any legal issues providing we include the Apache 2.0 license in the project. We have no intention to trademark any part of our project, so we are valid under this license.
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HyperLap2D	Visual editor for creating 2d scenes	GNU General Public License v3	This works for us, as we do not intend to modify the software, only to use it in aiding the development of our project. We do not intend to place a stricter license on the project (e.g: one that prevents modification), so the project is valid under this license.
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