

Implementation

Group 30 Triple 10

Team Members:

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LibGDX, which we chose to use as our game engine, is made available under Apache 2.0, which is a permissive licence and can be freely used by us and distributed as long as we include the licence.

Tiled, a level editor we use to help create our game, is made available under Apache 2.0, GPL 2.0, BSD 2 clause and BSD 3 clause licences. Under GPL2.0, we are free to externally publish any modified version of the software as long as the source code is available to our program's users. BSD 2 clause states that we are able to distribute forms of the licenced program as long as it is accompanied by the licence. BSD 3 clause is used to prevent names of authors from being used to endorse products relating to the software, so people are not misled into using that software due to the author that is given.

Kenney Game Assets and Fonts, which we use for many of our assets and icons in the game, are made available under CC0, meaning the author has waived any copyrights so that we are free to copy and distribute their work for commercial or private use.

Glitch, which we also use for our food, assets are made available under CC0, as are the assets we have made ourselves.

Montserrat font, which we use as our font throughout the game, is available under SIL Open Font Licence (OFL), which is a free, open-source licence designed for fonts which we can distribute as long as we include the licence.

None of these licences should be an issue for us as they allow us to distribute them as we like as long as the licences are added to our GitHub repository.

Assessment 2

For Assessment 2, all the above information is still relevant as we have continued with all previous 3rd-party libraries and assets. As a team, we have fully implemented all the necessary requirements that are outlined in the project brief.

However, we found some of our own user requirements to be unclear on actual completion UR_UX, UR_ENJOYABILITY and UR_ACCESSIBILITY. These reference having a pleasant user experience, the game should be engaging and enjoyable, and the system should be accessible for all users. They are partially explained in further functional and non-functional requirements but still leave the original user requirements based on personal opinion. As a team, we feel we have achieved a suitable completion of these requirements for the time limit we had for this project. However, we do recognise that there are still many improvements we could make to the game in these areas.