

Impl 2

Group 2 - Vikingz

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Implementation

Libraries Used

The project that we chose also used LibGDX as their main framework which meant that continuing the development of the project was very simple since we also used LibGDX in assessment 1.

LibGDX is under the Apache 2.0 licence which means that we can use the software for any purpose such as distributing and modifying the software, which also means it's perfect for this project.

<https://github.com/libgdx/libgdx>

Another library we have used is snakeyaml which is a yaml parsing library for java. All of our events in the game are stored in yaml files, and therefore we use this library for the purpose of loading in these files. This library is also under the Apache 2.0 license.

<https://mvnrepository.com/artifact/org.yaml/snakeyaml>

Assets

We have decided to leave most of the assets that originally came with the game as they were. Meaning they abide by the laws of the other teams asset licensing. However, we also decided to integrate some of our own assets into the game such as some of the building textures, the music and game sounds.

Also we have decided to use a skin for some of the ui components which use the 'glassy skin' which can be found here: <https://github.com/czyzby/gdx-skins>.

As for miscellaneous assets, here are the textures and where we got them from:

- Pub texture (CC 3.0 License):
<https://opengameart.org/content/blue-roof-inn-2d-building>

Things left todo or that could have gone better

We have managed to implement all of the features in the product brief. Some of the additions turned out to be more challenging than others due to the fact that we were working with a significantly different architecture, which also impacted our ability to create unit tests.