Implementation

Cohort 3 Team 7 (Yetti)

Bak, Bartek
Burberry, Katelyn
Collins, Lucy
Ganley, Joe
Keegan, Josh
Kirkham, Katharine
Mayall, Daniel
Sawdon, Theo

Third-party libraries and assets used:
- LibGDX with gdx-freetype extension (Apache License 2.0) [1]
- "Cool School tileset" (CC0 1.0) [2]
- "Super Retro World" (Custom licence) [3]
- "Free Pixel Character Base Pack 32x32 Top Down Farmer Animations" (CC0 1.0) [4]
- "Duck Quack" (CC0 1.0) [5]
- "Paper Rustle" (CC0 1.0) [6]
- "dorm door opening" (CC0 1.0) [7]
- "Cartoon Quick Zip" (CC0 1.0) [8]
- "Deep Growl 1" (CC0 1.0) [9]
- Roboto.ttf (Open Font License 1.1) [10]

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All requirements for Assessment 1 are implemented.
While the requirements UR_EVENTS, UR_MAP, FR_POSITIVE_EVENTS, FR_NEGATIVE_EVENTS, and FR_HIDDEN_EVENTS are not fully met, it is worth noting that these requirements were written with the full product brief in mind. As the full brief is not required for Assessment 1, the current state of the game meets all necessary requirements.

Other information, for traceability:
Please note that some constructs are named differently in the implementation compared to other pieces of documentation. These are:
- The class called "Game" in the architecture documentation is called "YettiGame" to avoid a name clash with LibGDX's Game class.
- The class called "Sprite" in the architecture documentation is called "Entity" to avoid a name clash with LibGDX's Sprite class.
- The class called "Screen" in the architecture documentation is split into several classes to facilitate each screen running its own code.

References:

[1] https://github.com/libgdx/libgdx/blob/master/LICENSE

[2] https://opengameart.org/content/cool-school-tileset

[3] https://gif-superretroworld.itch.io/interior-pack

[4]
https://kettoman.itch.io/free-pixel-character-base-pack-32x32-top-down-farmer-animations
(Downloading the pack provides a "license.txt.txt" file, which confirms the CC0 license)

[5] https://freesound.org/people/Tabby+Gus./sounds/515408/

[6] https://freesound.org/people/BenjaminNelan/sounds/353125/

[7] https://freesound.org/people/pagancow/sounds/15419/

[8] https://freesound.org/people/se2001/sounds/541506/

[9] https://freesound.org/people/noahpardo/sounds/345733/

[10] https://github.com/googlefonts/roboto-3-classic/blob/main/OFL.txt