

UNIVERSITY OF YORK
DEPARTMENT OF COMPUTER SCIENCE

ENG1 Assessment 1

Group 18 - Octodecimal

Implementation

Group Members:

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The game engine that we decided to use was LibGDX, which we were allowed to use under the terms of the Apache License 2.0. This means that we were allowed to use the game engine without any worries of infringing in the terms of use as those terms are very loose allowing us to modify and distribute the licensed software including creating derivative works. The full terms of the licence can be found at <https://www.apache.org/licenses/LICENSE-2.0>.

In order to avoid copyright infringement, we decided to create our own visual assets. We did this in order to make our game unique and to give us further control over the visual components of our game as we could tailor our visual assets towards what we thought was the best fit for our vision. Additionally, it allowed us to have creative freedom over specifics and details of our distinct visual interface. Also external assets may come with different licensing terms that may not be compatible with our requirements.

Depending on external assets can increase the complexity and maintenance of the code, something we were keen to avoid, so, as a result, we decided against the use of further external libraries. We chose not to use further external libraries because we believe that the development is a learning process; allowing them to gain a deeper understanding and improve their abilities within their programming skills.

After implementing the game, we came to realise that there are some features required for Assessment 1 that are not fully implemented. We decided to “Keep It Simple, Silly” so any complicated implementation in our project would be thoroughly analysed to check if the time needed to commit to the task is worth the outcome. For example, according to the requirements players are able to hear sound effects and music throughout their gameplay - requirements ID UR_MUSIC. However, as we rated the necessity of sound as ‘may’, we decided to not put any sound effects and music in the game due to time constraints. Also in requirements, players are provided with a selector of avatars to choose from - requirements ID UR_AVATARS. This requirement is implemented but there is a large selection of avatars to choose from to play the game with. We only provide two avatars to play with and both of them are girls, meaning there isn’t much variety in terms of avatar selection due to time restrictions in Assessment 1.