

Team name: ?

Game name: Temporary

Meetings: whenever needed

Every monday:

To do:

- Name team

Game engine options

- Libgdx is the best one
- Fxgl also exists
- Slick2d seems dead?
- Java no libraries standard library only if we hate ourselves
- JWJGL is the low level framework the other engines use
- Jmonkeyengine is 3d

Libgdx selected!

<https://libgdx.com/wiki/start/setup>

Github organisation: <https://github.com/eng1team28>

Team Logo - Temp



Website (3 marks) - End of W3/4

Requirements (20) - End of W2

Architecture (22) - End of W3

Method Selection and Planning (10) - End of W4

Risk Assessment and Mitigation (10) - End of W4

Implementation (25) - End of W4