ENG1 Implementation

Cohort 3 - Group 28

"Team 28"

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3rd Party Assets

Gradle is the recommended build system for LibGDX as it has good support for multi project builds. This means that it allows developers to to organise large codebases into smaller components allowing developers to work on different features independently. However, while gradle offers very good capabilities, it has a slightly steep learning curve which can be daunting.

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<u>Asset Packs:</u>

"First_Asset_Pack.png" - https://cypor.itch.io/12x12-rpg-tileset
"Characters_v3_Colour.png" - https://the-pixel-nook.itch.io/retro-rpg-character-pack?download

We see these licences suitable for our project due to their simplicity and them being free assets available to everyone. They fully encapsulate the art style we are aiming for in order to keep the game functional on all hardware types.

Assessment 1 Features

All of the required features for Assessment 1 have been fully implemented and documented according to our user and system requirements.