

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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- Map tiles © OpenStreetMap contributors, license disclaimer shown in-game
- Player sprites royalty-free from <https://youtu.be/IFNZrRSBNSw> via <https://spelunky.fyi/mods/m/jerma985-spelunker/>
- Ducks - CC-2.0 Rolf Brecher, [https://commons.wikimedia.org/wiki/File:Anas_platyrhynchos_\(mixed_pair\)_\(32428014687\).jpg](https://commons.wikimedia.org/wiki/File:Anas_platyrhynchos_(mixed_pair)_(32428014687).jpg)

Sounds

- Duck quacking.mp3 by DigPro120 -- <https://freesound.org/s/558858/> -- License: Creative Commons 0
- Sleep.wav by MATRIXXX_ -- <https://freesound.org/s/528254/> -- License: Creative Commons 0
- Eating.m4a by smellyrat -- <https://freesound.org/s/702179/> -- License: Creative Commons 0
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Assessment 1 Features

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