## Implications Document

Copyright implications

The copyright implications means that if you have some of your code, and you can copyright it under the NZ Government, there is also the issue of using other peoples work for your own recreational purposes, sometimes they have requirements, so that you can use their code but they would like you to have their name listed in your code and how to contact that person, this is usually listed in the code and/or in the readme.md file as well, the files in my game have been created and made by me, the base of the code was made by Paul Vincent Craven from the arcade library: <https://api.arcade.academy/en/latest/index.html> this is where I copied the code from and then made my own code script based of the code I copied from the website that Paul Vincent Craven made as a tutorial for people who want to learn how to code python. In a game you need images and things to do otherwise it is boring, so by making things yourself and not copying others, everything you have made should be completely copyright free and legal, and no issues will arise, in the game I have created, I have used my own images, I made them myself using photoshop, everything, the dirt, gold and coal blocks the little man that shoots the bullets, are all made by me, for the bullet that is shot, I used the one I downloaded from the internet and I went into photoshop and tried to remember what it looked like and made my own, it turned out almost exactly the same! The jumping sounds and map are all made by me as everything is listed in the sprint documents.

Usability and functionality implications, useability means the degree to which something is able or fit to be used, and how the game works for the users,is it easy to use and understand? Yes it is, the functionality of the game defines it where all the controls work and the game is usable, by it functioning properly, and being able to be understood when you made it, like what keys to use when playing it and the usability and functionality implications go together, the reason being if it functions properly with no errors and it is used the way you want it to be, then it is usable. The game that I have created, is useable and can be downloaded anywhere and onto any linux, windows, or Mac os, if the computer has a python version of some sort running a latest version and have all the requirements that are listed in the READEME.MD file which should be downloaded with the other files. The functionality relies on certain aspects of the user, like, making sure the correct versions are loaded onto the script, this game has a few requirements like having a certain version of arcade for example, like2.6.7 or 1.5.4, it's easy to downgrade and upgrade if the programmer has correctly set up the requirements.txt file, pycharm will recognise this and try to install those requirements, by doing this

End user considerations Implications: [end-user implications — Research](https://www.katinamichael.com/research/tag/end-user+implications) here is a link for an “in-depth” explanation about end user considerations, but simplified means basically the end user is the public who uses whatever has been made and uses it for their purpose of what you made. This game is for the creation of a school project, in level 2 at high school, but at any time I could take my files and develop them more and possibly even sell it to willing people who could develop them further and make money out of it. End user considerations are also linked to usability and also communications as well, by using the users feedback and improving the game by using the feedback received.

Graeme

Usability

Functionality

end-user considerations