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Cohort 3 Group 5

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Project Implementation & Development

The majority of our code was achieved using the base of JDK, which is the Java Development Kit and provides tools for programming in Java. These tools were used for the programming, debugging, and compiling.

Graphics and Assets

No third party assets or graphics were used for the game as all of the assets were made by us specifically for the project. Therefore, no licenses were required as none of the assets were covered by copyright.

The assets created were the player character, the background assets, and the obstacles the player faces, which include a professor, the flu and an energy drink.

3rd Party Libraries and Tools Used

Other tools used were Swing and AWT. Swing is a JDK framework that helps to provide a GUI for Java programs. AWT is also a framework which provides a GUI, and AWT was used as the foundation whereas Swing is used to build upon the foundation and create more lightweight independent components.

Features Not Fully Implemented

There was one requirement that was not fully implemented by the end of our initial development, requirement number 14, ID 'UR_Duck'. This requirement was a

For our next implementation, we want to use Gradle, which is a tool that assists with the debugging of products and can also automate development with the use of plugins. We also want to use libGDX, which is a framework meant specifically for game development. This will allow easy ports to android and has a wide variety of plugins that are available specifically for game development, such as GDXAI and Box2d.