

Implementation

Cohort 3 Team 1: Pixels of Promise

Movitz Aaron, Jake Adams, Oliver Belam, Anna Burt, Emily Foran, Sky
Haines-bass, Job Young

University of York

ENG1: Software & Systems Engineering

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6 Implementation

a.) List any 3rd-party libraries or assets you may have used in your implementation and the licenses under which they are made available. Briefly discuss the suitability of these licenses for your project. State explicitly any of the features required for Assessment 1 that are not (fully) implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability.

6.1 Assets Used

This is the only asset we used: <https://adamatomic.itch.io/gallet-city>, which were sourced from <https://www.itch.io>

The assets are under a public domain licence.

The Public Domain licence is highly suitable for our project because it allows unrestricted use, modification and distribution for both personal and commercial purposes. This flexibility ensures that we can incorporate Gallet City assets without concerns about licensing restrictions or the need for attribution, facilitating a smoother development process.

6.2 Features Not Fully Implemented in Assessment 1

During development of our project, certain features required for Assessment 1 were perhaps not fully implemented, at least according to our own requirements. Below are some specific features that are partially completed along with their requirement references:

Building placement restrictions

- Requirements reference: UR_BUILD -> FR_BUILDING_PLACEMENT
- Status: partially implemented
- Description: While the feature to place buildings is implemented, currently we can place a building anywhere on the map. This does not enforce restrictions such as preventing placing a building on top of another building directly underneath, a river underneath, or if some of the building that is being built is placed outside the boundaries of the map.

Building deletion capability

- Requirement reference: UR_BUILD -> FR_BUILDING_DELETION
- Status: not implemented
- Description: the functionality to delete buildings once they have been placed, has not been implemented. Once a user has placed a building, there is no way to select the building, therefore, there is no way, even if the function to delete a building in the code (which there isn't), that a user could delete a building. Thereby, not fulfilling the FR_BUILDING_DELETION requirement.

6.3 Note about running game

The included .jar file worked on two Windows machines, using the JRE from Temurin version 17. It did not run on a MacOS device, this issue could not be resolved unfortunately, this could've been the fault of the operator though.

All I say is, good luck!