

# Implementation

Cohort 3

Group 11

Team Aubergine

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| <u>Type</u>  | <u>Name</u>       | <u>License</u>                 | <u>Suitability</u>  |
|--------------|-------------------|--------------------------------|---|
| Code Library | libGDX            | Apache 2                       | Apache 2.0 Allows us to freely use, modify and distribute the library under any use case. The project is required to state if there have been any modifications to the library. Since we don't need to modify the code library, this does not affect us.  |
|              | OpenJDK 17        | GNU General Public License 2.0 | This license allows us to use, modify, and distribute Java 17 OpenJDK freely for commercial and non-commercial purposes. Modifications or derivatives of OpenJDK must be released under the same license, however we are not a derivative work, so this restriction does not apply to our game. |
| Assets       | Roguelike Indoors | Creative Commons CC0           | The CC0 licence does not place any restrictions on our development. Attribution is recommended but not required.  |
|              | RPG Urban Pack    |                                |   |

| Feature not implemented | Requirement        | Reasoning   |
|-------------------------|--------------------|---|
| 5 minute timer          | FR_TIMER_VISIBLE   | The team focused on implementing larger features for this wireframe version, making the assumption that adding a timer would be trivial given the existing user interface code we have created. |
| Game completion         | FR_GAME_COMPLETION | Although there is an exit tile present in the map, and the code is aware of this, no user interface has been implemented to tell the user that they completed the game.                         |