

Implementation

Team 8
OctaGame

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Assets and Suitability

For our project we use LibGDX which is an open-source game development framework under the Apache License 2.0. Using a game engine with the Apache License 2.0 is suitable for our project as it is a permissive licence that focuses on the developer. It allows flexibility as the developer is free to use software under the licence with few restrictions. Due to its popularity there is the added benefit of clear legal terms and a range of information regarding it, making it perfect for commercial use.

We also have several png assets that are used in the game, these were drawn independently by our team using Pix2d art software. We found this suitable as it allows us more creative freedom when making the game fit our image.

Additionally we collected sound assets from the music platform Uppbeat, it gives us access to a range of free music and sound effects with an easy licensing system, making it a logical choice for adding sound assets to our game. The click sound effect used in our game does not require credit, however we have still linked it below.

Lastly, for our diagrams we used Lucidchart as it offers free access, it is extremely easy to learn, and it has a variety of different diagrams to choose from, this allowed us to represent our ideas as accurately as possible.

LibGDX - Copyright 2024 Octagame

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Pix2d - <https://pix2d.com/>

Music - <https://uppbeat.io/t/vocalista/quest-of-legends>

Click - <https://uppbeat.io/sfx/click-soft-ui/7130/23080>

Lucidchart - <https://www.lucidchart.com>

Requirements not yet implemented:

Naturally the requirements UR_EVENTS, UR_DIFFICULTY_LEVELS, UR_WIN_CONDITION and NFR_EVENTS_GENERATOR were not met as these are not within the scope of the objects for assessment 1. Our team was however able to meet all of the high priority requirements, and all medium requirements excluding UR_DIFFICULTY_LEVELS.