# Architecture

Cohort 4 Group 3
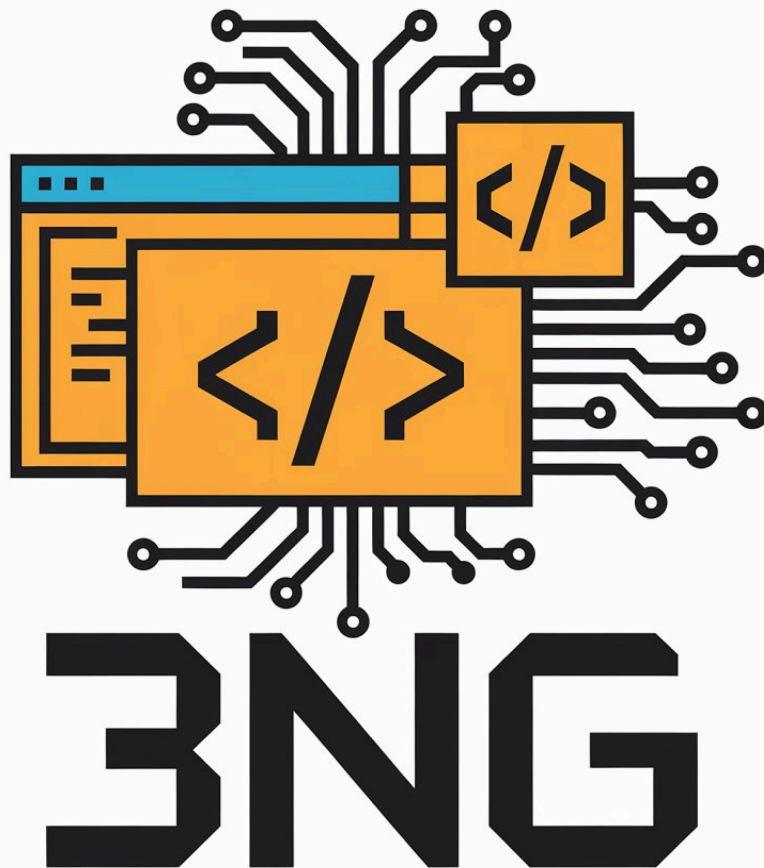
**Team Members**
Charles Fellows
Elif Gunes
Eve Davey
Hongrui Liu
Leo Owen-Burton
Tomi Olagunju
Will Bannerman

# Libraries and Assets:

## Libraries:

- LibGDX:
    - Game Engine. This was one of the most popular game engines for java game development, and had excellent integration for a 2D style game that we set out to create.
    - Apache 2.0 license
- Ashley Engine:
    - Entity Component System management. Integrated easily with libGDX.
    - Apache 2.0 license
- Tiled:
    - Map development. Allowed all developers to easily interact with map creation and editing, and allowed us to edit objects and variables on the fly, as we implemented our idea.
    - GPL-2.0 license
- Box2D:
    - Physics Engine
    - MIT License
- Scene2D:
    - User interface
    - MIT License

## Assets:

- Cute Fantasy assets - Kenmi
- Pixel Interior
- Flooring Tilesets - Mary Jane
- Modern Interiors - LimeZu

# Missing Functionality

NFR_GAME_OBSTACLES - We did not implement a negative events which hinder the player
FR_BOUNDARY_CONTROL - Due to issues in development, we were not able to stop the player from moving outside of the limits of the map.
We also did not implement a simple counter denoting how many of each event has been interacted with.