

Implementation

Cohort 4 Group 6

Javengers

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Licencing

Our project is licensed under the MIT Licence, which permits commercial use, provided that the original copyright notice and licence terms are retained. This licence also allows integration with software and assets under various other open-source licences without violating their terms.

The project utilises the LibGDX framework, which is licensed under the Apache Licence 2.0. This licence is open source, permits commercial use, and is compatible with the MIT Licence, making it suitable for our project. We also used the following assets:

Goose: <https://rascarcapack.itch.io/pixel-geese-anim-spritesheet>

Female Sprite : <https://sscary.itch.io/the-adventurer-female>

Male Sprite: <https://sscary.itch.io/the-adventurer-male>

Torch: <https://voopixel.itch.io/flashlight>

Seeds: https://www.flaticon.com/free-icon/packet_4769213

Receptionist: <https://smithygames.itch.io/bouncy-scientist>

Pizza: <https://pixabay.com/vectors/pizza-food-clipart-icon-pepperoni-7503664/>

Bus: https://www.flaticon.com/free-icon/bus_2706806

Phone: https://www.freepik.com/icon/smartphone_2482945

Goose honk: <https://quicksounds.com/sound/22715/>

Footsteps: <https://pixabay.com/sound-effects/running-363346/>

Tap: <https://pixabay.com/sound-effects/tap-notification-180637/>

Click: <https://pixabay.com/sound-effects/computer-mouse-click-02-383961/>

Music: <https://pixabay.com/music/upbeat-game-8-bit-399898/>

Wrong: <https://pixabay.com/sound-effects/wrong-47985/>

Tile map design: <https://deepnight.net/tools/rpg-map/>

Satellite imagery of buildings: <https://s2maps.eu>.

All these assets are free for public and commercial use. The seed packet icon, scientist character, bus, phone, satellite imagery and goose honk audio are the only assets that explicitly require attribution, so we have included the links on our project's website and the github repository.

Features Not Yet Implemented

UR_LEADERBOARD - The user should be able to view their past scores via a leaderboard table accessible through the main menu - this should be clear and easy to access

FR_LLECTURER - The player should be chased by a lecturer and forced into an unskippable cutscene - the timer should continue to run during this - worsening the player's score.

FR_LOCAL_SCORE - There should be a menu where the user can see a set of saved game scores - only the top ten should be shown along with the details relevant to them

FR_MAZE_EVENT - The player should be able to complete small "side tasks" in the maze in order to earn extra points or increase their "time remaining" during the gameplay - these need not be completed in order to complete the game. (Currently goose food is hidden in maze)

FR_LAKESIDE_EVENT - The player should be able to interact with the area around the lakeside, including the buildings. Completing tasks in each (Currently only lake interaction is when the goose runs into it and the player must follow)

NFR_ACCESSIBILITY - The game should have options for those who are colourblind