

UNIVERSITY OF YORK
DEPARTMENT OF COMPUTER SCIENCE

Implementation

Cohort 2 - Group 18 - Octodecimal

Group Members:

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Libraries and tools:

Game engine - [LibGDX](#) // Licence - [Apache-2.0](#) // Free for use in commercial and non-commercial projects, allowing us to create and redistribute to other groups.

Map maker - [Tiled Map Editor](#) // Licence - [GNU General Public Licence V2.0+](#) // We have not modified the source code, therefore are free to use any maps generated in our project.

Assets:

Masculine player sprite - [CuddleBug's Apocalypse Asset Pack](#) // Licence - N/A // Explicitly stated on the itch.io page that assets are free to use as long as we don't resell them.

Feminine player sprite - Modified version of above asset, modified by E. Giles // License - [Creative Commons CC-0](#) // Modified by a 3rd party at our request, verbal permission given to use under CC-0.

Menu buttons, dialogue boxes - [Cryo's Mini GUI Pack](#) // Licence - [Creative Commons Attribution V4.0 International](#) // Free to use as long as credit is given which we have done in the form of a link in Assets Used.txt, credits.txt and thus the in-game credits screen.

Map sprites - [Kerrie Lake's Star Realms Cozy Forest Pack](#) // Licence - N/A // Explicitly stated on the download site and related licensing document that the pack is free for unlimited commercial and non-commercial use.

Buildings - [Japanese style city assets](#) // Licence - Can be used for derivative works for both commercial and non-commercial projects.

Bus to town - [Bus](#) // Licence - N/A // Stated on the website that it is free to use without credit.

Button fonts - [W95FA Font](#) // Licence - [SIL OpenFont Licence](#) // Free for commercial and private use.

Title font - [Motorola ScreenType Font](#) // Licence - N/A // No given licence so taken to be the site's default which is public domain, thus completely free to use.

Time and day font - [NK57 Monospace Font Family by Raymond Larabie](#) // Licence - N/A // Licensed under default site licence which is free commercial and non-commercial use.

Dialogue font - [Pixeloid Font Family by GGBotNet](#) // Licence - [SIL OpenFont Licence](#) // Free for commercial and private use.

Music and sounds:

Main menu music - ['Streetlights' from Minigame Music Pack by JD Sherbet](#) // Licence - N/A // Free for commercial and non-commercial use as long as credit is given, which we have done in the form of a link in Assets Used.txt, credits.txt and thus the in-game credits screen.

Overworld music - [Blippy Trance by Kevin Macleod](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Menu button select sound - [Coin by Sound Effects Library](#) // Licence - [Creative Commons CC-0](#) // Public domain thus free to use, redistribute and resell.

Walking sound - [Stone Steps by Pixabay](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Pause menu open/close sound - [Coin Collect Retro 8-bit Sound Effect by Lesiakower](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Dialogue box open sound - [SFX Jump_07 by Pixabay](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Dialogue box option sound - [Select Sound by u_2fbuae0zn](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Implementation:

[Google style guide](#) // Licence - [Apache-2.0](#) // Free for use in commercial and non-commercial projects.

[Gradle](#) // Licence - [Apache-2.0](#) // Free for use in commercial and non-commercial projects.

Testing:

[Mockito](#) // Licence - Open source as stated on the website.

[JUnit4](#) // Licence - [Eclipse-1.0](#) // Free for use in this scenario.

[GDX Test Runner](#) // Licence - [Apache-2.0](#) // Free for use in commercial and non-commercial projects.

[Jacoco coverage report](#) // Licence - [Eclipse-2.0](#) // Free for use in this scenario.

Continuous Integration:

[GitHub test reporter](#) // Licence - [MIT Licence](#) // Very loose restrictions, allowing freedom for use.

Requirements Completion

We have met the majority of the initial requirements that we set out, with a single exception. This is the requirement ID NFR-RESILIENCE-MAP which describes that a problem with one map location shall not impact other map locations. We have failed to meet this requirement as we made use of the same method for both of the maps that were created. This is to reduce the amount of repetitive function in the game event, meaning that if there was an error, it would be present in both of the maps. Other than that, we believe we have fully met the assessment and our own requirements.