

IMPLEMENTATION

Group 3

Liam Martin

Aaliya Williams

Lucy Crabtree

Kai Nichol

Sammy Hori

Tim Gorst

Zac Ribbins

3rd Party Assets and Libraries

For our project implementation, we incorporated various assets from [LimeZu](#), a game developer. This included just two asset packs; [Modern interiors](#) and [Modern exteriors](#).

We also used the default libGDX UI skin for our user interface. This falls under the same licensing for the larger framework.

Licences

These assets are made available under the “Complete version Licence”. The licence terms allow us to edit and use the assets in both commercial and non-commercial projects without restrictions, which aligns well with our project requirements. However, it is important to note that we are required to properly credit the use of the assets, as specified by the licence.

In terms of suitability for our project, while the assets provide the flexibility of not needing to waste time developing custom designs, the licences also provide the flexibility needed to incorporate the assets into our project by offering clear guidelines on what is allowed and what is restricted, ensuring compliance with legal and ethical considerations

Additionally, we utilised the libGDX framework for our game project development. The libGDX framework is released under the [Apache 2.0](#) Licence, offering unrestricted usage in both commercial and non-commercial projects.

Upon taking over the project the following libraries and assets were incorporated in addition to the libraries and assets listed above by the first team:

Function & Owner	Licence	Suitability for Project
Map Design Software Tiled	Free	Tiled is free software, suitable for map design without any licensing fees.
Music Ororo - happyalready	Attribution 4.0	Allows for commercial and non-commercial use with proper attribution, aligning with project requirements.

Features not fully implemented

~~Sound / Music~~ **UR_PREFERENCES**

~~At this stage, sound and music integration has not been fully implemented in our project. Our primary focus has been on developing the core functionality and mechanics of the game, and due to the time constraints and prioritisation of other features, whilst we have the screen to change and store preferences, we have temporarily deferred the implementation of sound and music elements.~~

Upon taking over the project we implemented this feature in full by adding Ororo by happyalready and giving the player the ability to alter the volume of the music.

Animations - FR_CHARACTER_MOVEMENT

Although full character movement has been implemented, animations have not been fully implemented into our project. Whilst animations play a significant role in the aesthetics and visual appeal of the game, the complexity of integrating animations at this stage has begun but has not been completed yet.

Although improvements were made to this requirement, namely tweaking and improving the collision mesh to more closely fit the map and making navigation much smoother by fixing bugs that made movement clunky and buggy, the requirement still cannot be classed as fully implemented as there are still no animations associated with player movement. An issue where the player sprite was rendered incorrectly in relation to tree canopies was fixed however, so that whenever the player moves behind tree cover, the sprite does not show.

Movement - FR_CHARACTER_COLLISION

Character collisions are partially implemented but there are visual inconsistencies, especially indoors where the player character may partially intersect with collision spaces. Though navigation improvements have been made through mesh adjustments and bug fixes, the lack of associated animations detracts from the experience. Efforts to rectify rendering issues, such as misalignment with environmental elements, have been made, but full implementation is pending.