Implementation

Hannah Thompson
Kyla Kirilov
Ben Hayter-Dalgliesh
Matthew Graham
Callum MacDonald
Chak Chiu Tsang

1.1 Game Executable and Code

The executable game file, *'Heslington_Hustle.jar'* and associated code are included in the project zip file.

2.1 Libraries and Assets

Library/Asset	Licensing Information	Credit
LibGDX Game Development Framework	Apache 2.0	N/A
Sprout Lands Asset Pack	Free Licence	https://cupnooble.itch.io/
Pixel Art GUI Elements	Free Licence	https://mounirtohami.itch.io/
Fantasy RPG Medieval Townsfolk	CC v4.0	https://franuka.itch.io/
Mystic Woods	Free Licence	https://game-endeavor.itch.io/
FREE Music Loops	CC-0 Public Domain	https://tallbeard.itch.io/
Peaberry Pixel Font Family	Free Licence	https://emhuo.itch.io/
City Pack - Top Down Pixel Art	Free Licence	https://nyknck.itch.io/
Pixel Door Animation	CC v4.0	https://joao9396.itch.io/
SmallBurg Village Pack	Free Licence	https://almostapixel.itch.io/
Universal UI/Menu Soundpack	CC v4.0	https://ellr.itch.io/

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2.2 Incomplete Features in Assessment 1

In our initial interview, the client indicated that they would like us to include some sort of animation or minigame to fill the 'time skip' during an interaction (UR_TIME_SKIP_ANIMATIONS). Due to issues implementing requirements of a higher priority, we ran out of time to add these animations or games to every building. Instead, we've presented one example of a minigame for the 'studying' interaction, which can be built upon or added to other buildings by another team.

Additionally, our game does not fully meet the requirements UR_ENDING and FR_END. While the game does have a defined 'end' point (after 7 in-game days) it is not communicated to the player in line with the context of the story. Similarly, the requirement UR_CHARACTER is not fully implemented, as the user can only choose between a masculine or feminine character sprite.

References

[1] *APACHE LICENSE, VERSION 2.0*, Apache [Online]. Available: https://www.apache.org/licenses/LICENSE-2.0 [Accessed 07/03/2024]