

Implementation

Group Number: Cohort 2 Team 7

Group Name: pickNmix

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3rd-party libraries

To help with development of the project we decided to use the 3rd-party libraries LibGDX [<https://libgdx.com/>], the LibGDX licence can be found at [<https://github.com/libgdx/libgdx/blob/master/LICENSE>]. LibGDX is licensed under the Apache License 2.0. The Apache License is a permissive open-source licence that allows us to freely use, modify, and distribute the LibGDX code within our project, even if our project is closed-source. Specifically section 2 of the licence agreement states that ‘... perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.’. LibGDX is the only 3rd party library

Features required that are not (fully) implemented

Unfortunately due to time constraints a lot of features laid out in the requirements document have not been fully implemented. All of these features have been partially or fully implemented but may not work as expected or contain bug's that void the requirement.

UR_BUILDINGS

All the systems are in place to allow for the user to place buildings on the map except the handling of the user input, when placed on the map the game *would* correctly render the users changes and the simulation *would* adjust accordingly.

UR_EVENTS

Only one out of the minimum three events was implemented fully, however the framework for implementing more is fully complete and thus it would not take significant time to implement them.

UR_UI

The system does not support a tutorial of any capacity [FR_UI_TUTORIAL].

UR_UX

[NFR_PERFORMANCE] The current longest delay in the game is dependent on the user and may not hit the 2s target, this could be easily fixed by increasing the size of the event system as previously mentioned.