

Implementation

3rd-party Libraries and Assets

Type	Name + Link	License	Suitability
Library	LibGDX	Apache 2	Free license that allows for commercial and non-commercial use, so we are able to use it for the project. We are allowed to modify and distribute the software, allowing us to make changes to suit our game better.
Asset	Free CC0 Top Down Tileset Template Pixel Art	Creative Commons Zero (CC0)	The license places the content within the public domain, with no restrictions on use, modification or redistribution. This means that we can freely use the asset pack for the project with no restrictions for our game.

Incomplete Features

1. We have not implemented the hidden passages, which allow for players to skip parts of the maze, within the logic method of the GameScreen. This means we have not yet fulfilled UR_PASSAGE, however this was a fairly low priority feature.
2. We have not yet fully implemented interaction with characters. Only the negative event of being sent back by bad characters has been implemented, so interacting and talking to good characters still needs to be added to the game. This means that we have not yet fulfilled UR_INTERACT fully yet as we still need to fulfill the functional requirements FR_DIALOGUE and FR_PROMPT.
3. We have also not yet fully implemented all of the themed objects and characters of the game. This is because we have not implemented the bus into the game by creating the Bus class as defined in our architecture. This means that we have not fulfilled UR_THEME fully as the functional requirement FR_BUS has not been fulfilled.
4. We have also not implemented the speed power ups. This means that the UR_SPEED requirement has not yet been fulfilled, and the PowerUp class in the architecture has not yet been implemented.
5. The game sounds have not been implemented yet meaning that UR_SOUNDS has not been fulfilled yet. This therefore means that FR_MUTE and FR_BGMUSIC have not been implemented.