

Implementation 2

Cohort 1, Group 6

Group Members:

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Libraries and Licensing

To ensure complete traceability this section outlines the libraries, assets, and licenses used in our project, categorised by those inherited from Team 9 and those added by us during Assessment 2.

Inherited from Team 9

Libraries

- **LibGDX:** An open-source game engine that is licensed under the permissive Apache License 2.0, which allows use, modification, and distribution without any significant restrictions.
- **Lightweight Java Game Library (LWJGL):** LWJGL is a low-level framework that is used by LibGDX to provide its functionalities, and was part of Team 9's development. It is licensed under the BSD-3 licence, which provides similar flexibility as LibGDX and permits commercial use with minimal restrictions.

Assets

- **Custom Map:** Designed by Team 9, and therefore free of any licensing restrictions.
- **Library, Basketball Court, Accommodation, and Restaurant:** Sourced from Magipik which has a simplicity license that does not require attribution and permits commercial use.

Added by Us

Libraries

- **LibGDX:** As we and Team 9 did in Assessment 1, we continued to use LibGDX for the development of our Java-based interactive game, thus benefiting from the license requirements mentioned above.

Assets

- **Club and new Restaurant:** Generated using the Isometric Illustrator GPT on ChatGPT.
 - Per OpenAI's [Terms of Use](#) and [Content Policy](#), we as the user, own the rights for the images created and can use them for any purpose thus removing any potential licensing restrictions.
- **Sound & Cursor:** We sourced various game assets including sound effects from [Kenney.nl](#) and [Itch.io](#), which both license assets under the Creative Commons CC0 license which does not require attribution and allows us to modify the assets free of legal ramifications.

The licenses applied to the libraries and assets we have used, inc. Apache License 2.0, BSD-3, and Creative Commons CC0, are well-suited for our project. They are all permissive licenses which provide us with the legal protection and flexibility needed to modify, distribute and potentially publish the game without any restrictions - perfect for the present and future goals of our project.

Functionalities Not Implemented

All the features required for Assessment 2, as outlined in version 2 of the Product Brief, have been fully implemented in our submission. This includes the basic functionalities required for Assessment 1 and the additional features added to the brief at the start of Assessment 2 including a leaderboard of the top 5 scores, and achievements.