*"List any 3rd-party libraries or assets you may have used in your implementation and the licenses under which they are made available. Briefly discuss the suitability of these licenses for your project. State explicitly any of the features required for Assessment 1 that are not (fully) implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability. (5 marks, ≤ 1 pages)"*

## Implementation

For the development of this project we used the 3rd-party library LibGDX which has a Apache 2 licence, which means that it can be used in commercial and non-commercial projects without any fees attached. Which is perfect for us as it provides a good platform for building the game upon.

The assets for this project come from a mixture of locations. With the tiles used to create the map being created ourselves, so no licensing issues. The buildings that are used are available with the licence of Creative Commons Attribution v4.0, which means that we are freely available to use them throughout our project. Some of these buildings were further edited but under this licence this is also permitted.