

# Implementation



Cohort 3 Group 6 - Carbon Goose

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## Assessment 1:

- LibGDX (Library) Uses Apache License 2.0, a permissive open-source licence. This was useful to us as it meant we could use it freely and treat it as our own game without needing to source the code.
- Shade UI <https://github.com/czyzby/gdx-skins/tree/master/shade> (UI Assets) - is also released under the Apache License 2.0, which allows us to use the assets without significant restrictions, except for the use of trademarks or other protected properties. However, this was not an issue with our project, making it a good fit for our team.
- StableDiffusion - <https://civitai.com/models/297501/wildcardx-xl-animation> - distributed under the CreativeML Open RAIL++-M licence. This licence allows usage, modification and sharing of the model for both commercial and non-commercial purposes, as long as users follow specific guidelines, like providing credit. This is useful as we may need to share the model with another team, avoiding issues with licensing.
- Asset <https://www.pngegg.com/en/png-btgbw> - This image is available for non-commercial use only, which works well for our team as we are not commercially listing our product.

We had no issues at all with any unimplemented features as all of the core features required for Assessment 1 are fully implemented, including:

- One building in each location. Meets NFR\_VARIETY fit criteria since the game does have one building type for food, one for accommodation, one for education, and one for recreational activities.
- A tracker of how long the game lasts, starting at 5 minutes. The UR\_FIVE\_MINUTES requirement is met here as it allows the user to play for 5 minutes, including displaying the timer to the user (FR\_TIMER).
- A simple counter denoting how many of each type of building have been placed. FR\_TEXTUAL\_DESCRIPTIONS is largely met here, linked with FR\_PLACE\_BUILDING, as there is a clear relationship to the user between a building being placed and it being indicated by the text of the counter incrementing.

## Assessment 2:

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 that are not (fully) implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability. (3 marks,  $\leq 1$  pages)