

Implementation

- LibGDX (Library) - Uses Apache License 2.0, a permissive open source licence. This was useful to us as it means it is free to use being treated 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 license. 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 licencing.
- 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.

All features required for Assessment 1 are fully implemented, including;

- One building of each location
- A tracker of how long the game lasts starting at 5 minutes
- A simple counter denoting how many of each type of building have been placed