Implementation

Group 1
Assessment 2

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Java

This project was created using the Java programming language, which uses Oracle's NFTC licence, allowing for derivative works to be created and distributed freely.

Libraries

The game engine used for this project is libGDX, which is licensed under Apache 2.0, a permissive licence which allows derivative works to be redistributed under its own licence. The Jackson library for JSON serialisation was also used in order to store game data, this is also made available under the Apache licence.

Audio

All audio in the game comes from the original team, who used freesound.org to source music and sound effects. This is all licensed under Creative Commons cc0 which is compatible with the Apache licence mentioned above. For the purpose of credits, this does require that work is not misattributed.

Background Images

The background image was also sourced from the original developers from flickr.com and is similarly available under cc0.

Art & UI Assets

Much of the art used in the game was created by the original team, some of which was outsourced to a third party who granted permission for its use. New UI elements and artwork were created internally by ourselves.