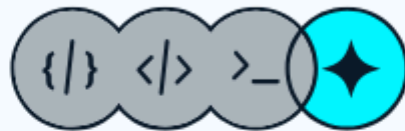# Licenses

Team 8: Ben and Bensons

Team Members: Alyssa Skipper, Ben Senior, Benson Chow, Chloe Ward, Florian Mengkris, Hannah Thomas, James Ingram, Olivia Spencer

List of all licenses and libraries used

The following libraries, frameworks and tools were used during the development of our game. Each dependency is listed with its version number and corresponding license type. All licenses comply with open-source and educational usage standards.

Library	Version	License
com.badlogicgames.gdx:gdx	1.13.1	Apache-2.0
com.badlogicgames.gdx:gdx-backend-lwjgl3	1.13.1	Apache-2.0
com.badlogicgames.gdx:gdx-jnigen-loader	2.5.2	Apache-2.0
com.badlogicgames.gdx:gdx-platform	1.13.1	Apache-2.0
com.badlogicgames.jlayer:jlayer	1.0.1-gdx	LGPL-2.1
org.jcraft:jorbis	0.0.17	LGPL
org.lwjgl:lwjgl	3.3.3	BSD-3-Clause
org.lwjgl:lwjgl-glfw	3.3.3	BSD-3-Clause
org.lwjgl:lwjgl-jemalloc	3.3.3	BSD-3-Clause
org.lwjgl:lwjgl-openal	3.3.3	BSD-3-Clause
org.lwjgl:lwjgl-opengl	3.3.3	BSD-3-Clause
org.lwjgl:lwjgl-stb	3.3.3	BSD-3-Clause
code.visualstudio.com	1.105	MS License
adoptium-java	17.0.17	EPL 2.0
tiled-mapeditor.org	1.11.2	Apache-2.0

Assets

- All sprites used are distributed under the CC0 creative commons license (free for commercial and educational use).
- Background music and sound effects are used under their respective Content License (royalty-free with attribution as specified by the source).

This licensing structure is suitable for this project since it ensures that all third-party components and assets used in the project comply with open-source and educational usage terms, supporting transparency, modification and future maintainability.

Features Not Fully Implemented

We didn't implement the Assessment 1 requirements UR_VOLUME, UR_CHAR, FR_VOLUME or FR_CHAR because of time constraints and their lower priority ("may") with less importance to the SSON constructed from the product brief and our client meeting.