Implementation

Group 9 - Campus Tycoon

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Third party assets used:

- Libgdx
- Gradle
- Shade UI https://github.com/czyzby/gdx-skins/tree/master/shade
- Road Assets https://www.pngegg.com/en/png-btgbw
- Tilemaps for building assets:
 - https://kenney.nl/assets/roguelike-modern-city
 - https://kenney.nl/assets/rpg-urban-pack

Since LibGDX and Gradle are both under the Apache License 2.0, we're free to use, modify, and distribute our game without restrictions from their licences. This permissive licence makes it easy for us to integrate these libraries into our project and pass it along to another group without any legal hassles or requirements to adopt the same licence.

Shade UI (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.

Road 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.

Both tilemaps (https://kenney.nl/assets/rpg-urban-pack) are under CC0 1.0 Universal. This means we can copy, modify, distribute and perform the work, even for commercial purposes, all without asking permission. This was very convenient for our use.

Unfinished Features:

Events - UR_EVENT_ INTERACTION - FR_EVENTS- while the backend implementation does exist, Ui elements to allow for interaction are not implemented.

Music - FR_MUTE, FR_ALTER_VOLUME: while the backend implementation and UI elements are complete. We did not have the time to create our own soundtrack to be implemented in the game.

References

- [1] Apache License, "Apache License 2.0," Wikipedia. https://en.wikipedia.org/wiki/Apache License (accessed Nov. 8, 2024).
- [2] libGDX, "libGDX License," GitHub. https://github.com/libgdx/libgdx/blob/master/LICENSE (accessed Nov. 8, 2024).