Implementation
Group 7
Charlie Meader, Sylvia Bulch, Emilija Dudko, Sam Laljee,Eisvinas Daujotas,Max Sweetman

For the implementation of our code, we have used the LibGDX, with its license being available at https://github.com/libgdx/libgdx/blob/master/LICENSE to view. The libraries we have used are provided under LibGDX and as such should fall under the same licence for usage. LibGDX provides us with multiple libraries that can be easily implemented for our project, meaning it is both convenient and useful for us. In order to generate assets used for our game, we have used Microsoft Designer. This is licensed publicly and can be viewed at https://designer.microsoft.com/.

We have successfully implemented all the features required for assessment 1. The features that are not fully implemented is the calculation of the final score as well as designating multiple places to study, however all the features required for assessment 1 have been implemented.