

Implementation

Group 7

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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/>.

For features required for assessment 1 that are not fully integrated, we have the following, where the requirement will be shown alongside its code for referencing.

- 1.