

Assessment 2: Brownfield Development

Implementation

Cohort 3 Group 9

Oliver Barden

Connor Burns

Sam Goff

Milap Keshwala

Lewis Mitchell

Jeevan Singh Kang

Harry Thomas

Titas Vaidila

Third-party libraries and assets used:

- LibGDX with gdx-freetype extension (Apache License 2.0) [1]
- “Cool School tileset” (CC0 1.0) [2]
- “Super Retro World” (Custom licence) [3]
- “Free Pixel Character Base Pack 32x32 Top Down Farmer Animations” (CC0 1.0) [4]
- “Duck Quack” (CC0 1.0) [5]
- “Paper Rustle” (CC0 1.0) [6]
- “dorm door opening” (CC0 1.0) [7]
- “Cartoon Quick Zip” (CC0 1.0) [8]
- “Deep Growl 1” (CC0 1.0) [9]
- Roboto.ttf (Open Font License 1.1) [10]
- “Creaking Floorboards 07” (CC0 1.0) [11]
- “Cozy Cafe Icons” (Custom License “2025 Pixel&Beans”) [12]
- “Sip.wav” (CC0 1.0) [13]
- “FREE GAME ITEMS PACK 2” (Custom License “Free Game Items Pack 2”) [14]

Licenses:

- **Apache License 2.0**

This license is permissive and allows derivative works to be released under a differing license, so long as all copyright and license notices from the original work are preserved. Additional attribution is not required.

This license is suitable for use in our project, as it allows us to freely distribute our game under any license and without imposing significant restrictions on us.

- **CC0 1.0 (Creative Commons 0)**

This license waives copyright of the work entirely and places it into the public domain. It is suitable for use in our project as we can use public domain assets entirely for free without any conditions.

- **Custom licence (“Super Retro World”)**

This license allows assets to be used for commercial and non commercial purposes, adapted, or modified. Assets cannot be distributed, sold, or claimed as anyone’s except the creator’s, and cannot be used in NFT, metaverse, or AI projects. This is suitable for use in our project since our work falls within the restrictions of the license, and we can adapt the assets which is useful when resizing tiles in the map.

- **Open Font License 1.1**

This license is permissive and allows the original work to be incorporated into projects of any license. The font’s copyright notice and license files must be human-readable. Additional attribution is not required.

This is suitable for use in our project, as it again allows us to distribute our game under any license. The only required addition is a link to the font’s copyright notice and license within the game itself, to ensure that these are accessible to users.

- **Custom license (“2025 Pixel&Beans”)**

This licence allows the assets to be used for both commercial and non-commercial purposes, including the right to modify or recolour the icons to suit a specific project. Assets cannot be redistributed, resold as-is, or claimed as one’s own creation, and they are strictly prohibited from being used in AI training or machine-learning datasets. This is suitable for use in our project as it provides the flexibility to adapt the visuals to our specific user interface requirements while remaining legally compliant.

Because the licence does not strictly require attribution and permits use in free software, it allows us to focus on the technical implementation of our programme without restrictive licensing hurdles.

- **Custom licence (“Free Game Items Pack 2”)**

This licence allows the assets to be used for both commercial and non-commercial purposes and permits modification to suit the project's needs. Credit to the author is optional but appreciated, while the assets themselves cannot be resold, redistributed as-is, or claimed as one's own creation. This is suitable for use in our project as it provides high-quality graphics with minimal legal restrictions, allowing us to distribute our work freely.

All requirements for Assessment 1 are implemented.

While the requirements UR_EVENTS, UR_MAP, FR_POSITIVE_EVENTS, FR_NEGATIVE_EVENTS, and FR_HIDDEN_EVENTS are not fully met, it is worth noting that these requirements were written with the full product brief in mind. As the full brief is not required for Assessment 1, the current state of the game meets all necessary requirements.

Other information, for traceability:

- Please note that some constructs are named differently in the implementation compared to other pieces of documentation. These are:
- The class called “Game” in the architecture documentation is called “YettiGame” to avoid a name clash with LibGDX’s Game class.
- The class called “Sprite” in the architecture documentation is called “Entity” to avoid a name clash with LibGDX’s Sprite class.
- The class called “Screen” in the architecture documentation is split into several classes to facilitate each screen running its own code.

References:

- [1] <https://github.com/libgdx/libgdx/blob/master/LICENSE>
- [2] <https://opengameart.org/content/cool-school-tileset>
- [3] <https://gif-superretroworld.itch.io/interior-pack>
- [4]
- <https://kettoman.itch.io/free-pixel-character-base-pack-32x32-top-down-farmer-animations>
(Downloading the pack provides a “license.txt.txt” file, which confirms the CC0 license) [5]
- <https://freesound.org/people/Tabby+Gus./sounds/515408/>
- [6] <https://freesound.org/people/BenjaminNelan/sounds/353125/>
- [7] <https://freesound.org/people/pagancow/sounds/15419/>
- [8] <https://freesound.org/people/se2001/sounds/541506/>
- [9] <https://freesound.org/people/noahpardo/sounds/345733/>
- [10] <https://github.com/googlefonts/roboto-3-classic/blob/main/OFL.txt>
- [11] <https://freesound.org/people/qubodup/sounds/802579/>
- [12] <https://pixelandbeans.itch.io/cozy-cafe-icons>
- [13] <https://freesound.org/people/designerschoice/sounds/815444/>
- [14] <https://ahninniah.itch.io/free-game-items-pack-2>