

# Assessment 1: Greenfield Development

## Implementation

### Cohort 3 Group 9

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Library	Use	License	Suitability
LibGDX	The game engine provides simplification for rendering, graphics, input, asset management and game launching.	Apache 2.0	A free permissive open-source license which allows for software to be modified and redistributed by users. Ideal for academic use, as you're placed under no copyleft obligations.
gdx-box2d (LibGDX extension)	2D physics library helping with physics simulation, collision and managing world-bodies.	Apache 2.0	It shares the same licensing as LibGDX, allowing for full modification and redistribution of the software, whilst maintaining full compatibility with the project's other licenses.
PlantUML	Used to create UML and architecture diagrams included in the documentation.	GNU General Public License (GPL)	The license has strong copyleft obligations, which require any software using GPL-licensed code to remain under the same licensing. This won't be an issue as we've used it purely for external documentation, making it suitable for academic use.
Piskel	Used to create original sprites and map features.	Open-source (Apache 2.0)	Piskel's license solely covers their software, not the artwork produced. Assets created using it are entirely owned by the creator and team, which can be released under the project's own licensing, making it suitable for academic use.

