Implementation

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2.1 Libraries and Assets

Library/Asset	Licensing Information	Credit
LibGDX Game Development Framework	Apache 2.0	N/A
Sprout Lands Asset Pack	Free Licence	https://cupnooble.itch.io/
Pixel Art GUI Elements	Free Licence	https://mounirtohami.itch.io/
Fantasy RPG Medieval Townsfolk	CC v4.0	https://franuka.itch.io/
Mystic Woods	Free Licence	https://game-endeavor.itch.io/
FREE Music Loops	CC-0 Public Domain	https://tallbeard.itch.io/
Peaberry Pixel Font Family	Free Licence	https://emhuo.itch.io/
City Pack - Top Down Pixel Art	Free Licence	https://nyknck.itch.io/
Pixel Door Animation	CC v4.0	https://joao9396.itch.io/
SmallBurg Village Pack	Free Licence	https://almostapixel.itch.io/
Universal UI/Menu Soundpack	CC v4.0	https://ellr.itch.io/
JUnit4	Eclipse Public License 1.0	https://mvnrepository.com/artifact/junit/junit/4.13.2

The Apache License is a permissive free software licence that allows users to use the software under the given restrictions, which are minimal. Software licensed under Apache 2.0 grants the user a "perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright licence to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form." [1] Therefore, we are able to use this asset in our project. The graphical asset packs downloaded from itch.io are licensed individually using 'free licence' by their respective artists for use in non-commercial projects - since our project is not for profit and will not be further developed beyond the scope of this assessment, we are able to use these asset packs. Similarly, assets with Creative Commons licensing (CC-0 and CC v4.0) are also suitable for use in our project. The Eclipse Public License 1.0 is a commercially friendly, open-source license that allows for modifications and distributions.

2.2 Incomplete Features in Assessment 1
Requirements not done so far:

- UR_INTERACTION
- UR_OBJECTIVE
- UR_GAME_LENGTH*
- UR_GAME_OVER*
- UR_PLAYER_SCORE*
- UR_BACKSTORY
- UR_TIME_SKIP_ANIMATION

- UR_ENDING

- FR_INTERACTION_TRIGGER
- FR_INTERACTION_MENU
- FR_COMPLETE_ACTION
- FR_SCORING*
- FR_END

* These are kinda assessment 2 things so maybe say something about how/why/whether they are actually requirements for this assessment.

References   3

[1] *APACHE LICENSE, VERSION 2.0*, Apache [Online]. Available:
https://www.apache.org/licenses/LICENSE-2.0 [Accessed 07/03/2024]