Implementation

Group 9

Pluto Pioneers

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List of 3<u>rd</u> party libraries or assets

All of the 3rd party assets we have used in our implementation are open source, this means that they are free for use by anyone who needs them, both in terms of price, and being able to use them for our own benefit, meaning that they are very suitable for our project and we don't have many licensing issues to worry about. Some of the licences require that we credit the authors, and we have done so by including the original copyright statements in our code, and also providing a link on the start screen to our website, where this document is accessible. We didn't use any closed source assets as we would have had to pay some sort of licence fee in order to use them, and even then the licencing fee we paid for would most likely cover personal use of the assets, but perhaps not for use in a project which will be shown to a multitude of people and possibly used by other students down the line if they pick our project. Which makes use of any closed source assets much less suitable. We also created some of our own assets such as the image for the map and the player sprite for our project, which we used in tandem with open source assets that we found online. We are releasing our own sources as fully open source.

Asset / library	Licence
Map	Self made
Player	Self made
Font https://fonts.google.com/specimen/Yantramanav	Open font licence https://openfontlicense.org/
Skin https://ray3k.wordpress.com/pixthulhu-ui-skin-for-libgdx/	CC BY licence https://creativecommons.org/licenses/by/4.0/
Libgdx https://libgdx.com/	Apache 2.0 https://www.apache.org/licenses/LICENSE-2.0
Freetype https://libgdx.com/wiki/extensions/gdx-freetype	Apache 2.0 https://www.apache.org/licenses/LICENSE-2.0

As for features that are not implemented, reading back through our requirements, we can see that there was nothing specified for assessment 1 that we did not manage to achieve with our project, so there are no requirements that we didn't meet that we need to list here.