

# **Implementation 2**

**Group Name:** Group 11

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**Group Members:**

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## Libraries, tools and Assets used:

- [LibGDX](#) (Framework):
  - Licence: Apache 2.0
  - Suitability: This licence is particularly suitable for our project as it imposes minimal restriction on the use of the software, making it a good choice for educational purposes where the project might be shared publicly or used as a portfolio piece.
- [Tiled Map editor](#) (Tool):
  - Licence: GPL v2.0
  - Suitability: This licence requires that any derivatives of the software also be open-sourced under the same licence. For our project, this is not an issue because the project is not intended for commercial distribution.
- [Modern Exteriors](#) (Asset):
  - Licence: Paid licence (Paid by the previous team)
  - Suitability: This licence allows us to use and modify the assets as our project is strictly for educational purposes only i.e, non-commercial.
- [Modern Interiors](#) (Asset):
  - Licence: Free licence
  - Suitability: This licence allows us to use and modify the assets as our project is strictly for educational purposes only i.e, non-commercial.
- [Fruit+](#) (Asset):
  - Licence: [CC v4.0 International](#) (Free Licence)
  - Suitability: This licence allows us to freely use and edit the assets as long as we credit the creator.
- [Fire Pixel Bullet](#) (Asset):
  - Licence: Free Licence
  - Suitability: This licence allows free use of the assets for non commercial use. This suits our use case.
- [Boxy Bold - TrueType Font](#) (Asset):
  - Licence: No Copyright (Public Domain)
  - Suitability: We can use and modify the assets without permission.
- [Basketball](#) (Asset):
  - Licence: No Copyright (Public Domain)
  - Suitability: We can use and modify the assets without permission.
- [Kidding Around sound from Mixkit](#) (Asset):
  - Licence: Mixkit Music Free License
  - Suitability: This licence allows use of its sound assets in commercial and non-commercial projects. For our educational project, we are free to use any sound assets in our game.