Licenses

Graphics

The chess pieces and board are both licensed under the Creative Commons Attribution-Share Alike 3.0 Uported licence. The libGDX skin we have applied to our graphical elements is licensed under Creative Commons Attribution 4.0 International. The licences are open source, but declare that they have chosen to preserve some rights. They state that you are allowed to copy, distribute and transmit this work as well as to adapt it, however under the following conditions: One must attribute the work in the manner specified by the owner, author or licensor. One must also distribute the work in an analogous way if one chooses to alter or build upon this work, meaning under the same or similar licence as the prevailing one.

The latter part of the paragraph is is paraphrased from:

`https://opengameart.org/content/chess-pieces-and-board-squares`

and `https://commons.wikimedia.org/wiki/File:ExperimentalChessbaseChessBoard.png`

Skin:
    `https://github.com/czyzby/gdx-skins/tree/master/shade`

We have chosen to graphically manipulate the board considerably to suit our aesthetic preference. The chess pieces and skin have been used in their original form.

The rest of the graphics and code is created by us, and licensed under the MIT License.

Credits:
Chess pieces were made originally by Cburnett, and altered by JohnPablok.
The libGDX skin shade was made by Raymond Raelus Buckley.

Frameworks

LibGDX and Maven

We have chosen to use two frameworks in our development. The first is the development library LibGDX and the second is the build script Maven. Both are open source and licensed under Apache License 2.0. Their licensing conditions and directions as to how to mark derivative work with their licence can be found here:

`https://www.apache.org/licenses/LICENSE-2.0`