Implementation (2)

Group Number: Cohort 2 Team 7

Group Name: pickNmix

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3rd-party libraries

To help with development of the project we decided to use the 3rd-party libraries LibGDX [https://libgdx.com/] and JUnit [https://junit.org/junit5/]. The LibGDX licence can be found at [https://github.com/libgdx/libgdx/blob/master/LICENSE] and the JUnit license can be found at [https://github.com/junit-team/junit5/blob/main/LICENSE.md]. LibGDX is licensed under the Apache License 2.0. The Apache License is a permissive open-source licence that allows us to freely use, modify, and distribute the LibGDX code within our project, even if our project is closed-source. Specifically section 2 of the licence agreement that states that '... perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, sublicense, and distribute the Work and such Derivative Works in Source or Object form.'. JUnit is licensed under the Eclipse Public License v2.0. The Eclipse Public License, similarly, states 'each Contributor hereby grants Recipient a non-exclusive, worldwide, royalty-free copyright license to reproduce, prepare Derivative Works of, publicly display, publicly perform, Distribute and sublicense the Contribution of such Contributor, if any, and such Derivative Works'.

Features required that are not (fully) implemented

The game does not implement any sound, and as such it was not necessary to meet requirements of a mute button.