

# Implementation

Cohort 4: Group 2

## Greyhounds

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### Third Party Asset List:

Third Party	Use in Game	Source	License
Libgdx	Game Engine	<a href="#">Creating a Project - libGDX</a>	Open Source
Tiled	Making the map	<a href="#">Tiled   Flexible level editor</a>	Open Source
summer_plains_v1.0_standard	Tile set used in Tiled	<a href="#">Summer Plains Tileset and Asset Pack 32x32 Pixels by schwarnhild</a>	Free for commercial use, not allowed to redistribute
Pixel Art Top Down - Basic v1 2.2	Tileset for walls used on map	<a href="#">Pixel Art Top Down - Basic by Cainos</a>	Free for commercial use, not allowed to redistribute.
Houses Sprite Sheet	Tileset for buildings used on map	<a href="#">Pixel Houses RPG - Top Down Pixel art Asset pack [16x16] by JellyBeam</a>	Free for commercial use, not allowed to redistribute
Ludo Ai	Avatar Sprite, Duck cult Sprite, Goose Sprite, Student Sprite, Bell icon, Bike icon, Duck statue	<a href="#">Create hit games with the power of AI with Ludo.ai</a>	The individual who initiates the generation of content using the AI platform is recognized as the full owner of that content.

Ideally all the licenses would be open source, if we wanted to sell the game it would be difficult, we would perhaps not be able to use all the third party assets. However for this project they are all appropriate as we aren't redistributing the game publicly.

The hidden trap door leading to the secret room and the secret room itself was not fully implemented, however the duck statue does teleport you to an area closer to the exit of the maze, FR\_HIDDEN\_EVENT. The rest of the requirements are implemented fully.