

## Assets and Libraries

- **Libgdx** - Licensed under the Apache 2.0 Licence [1]. This licence allows the library to be used in commercial and non-commercial projects [2] without needing to pay a licensing fee. As our project is a non-commercial project then this licence is very suitable for our project.
- **Tilemap and sprites** - Taken from <https://opengameart.org/content/12x12-city-tiles-top-down>. This is under the public domain [3] which means that the work can be used or modified for both commercial and non-commercial work without permission [4]. This is suitable for our project because it offers flexibility and freedom and it is available for non-commercial use.

## Unimplemented Features

All features required for assessment 1 have been fully implemented.

## Bibliography

- [1] "libGDX," *libGDX*, Mar. 2024. <https://libgdx.com/> (accessed Mar. 19, 2024).
- [2] "Apache License, Version 2.0," *Apache.org*, 2024.  
<https://www.apache.org/licenses/LICENSE-2.0.html> (accessed Mar. 19, 2024).
- [3] FisherG, "(12x12) City Tiles - Top Down," *OpenGameArt.org*, Sep. 04, 2020.  
<https://opengameart.org/content/12x12-city-tiles-top-down> (accessed Mar. 19, 2024).
- [4] "CC0 1.0 Deed | CC0 1.0 Universal | Creative Commons," *Creativecommons.org*, 2024. <https://creativecommons.org/publicdomain/zero/1.0/> (accessed Mar. 19, 2024).