Implementation

Team 24

Joe Cambridge

Joss Davis

Emily Dennison

Louise Evenden

Amber Hemsley

Josh McWilliam

Lianyu Zhao

a) An executable JAR file of our game is in this ZIP file and can be found on our website.

b) We believe that we have successfully managed to implement all of the required features and requirements for the project.

Third-party Licences

Library / Assets	Licence	Permissions	Limitations
box2d	MIT License	Commercial Use, Modification, Distribution, Private Use	No Liability, No Warranty
box2dlights, ashley, gdxai, libgdx, SequenceDiagram IntelliJ Plugin	Apache License 2.0	Commercial Use, Modification, Distribution, Patent Use, Private Use	No Trademark Use No Liability, No Warranty
Asset Pack (kitchen sprites), Craftacular scene2d skin	CC BY 4.0	Commercial Use, Modification, Distribution, Patent Use, Private Use	No Warranty, No Liability, Must provide accreditation (Must indicate if changes have been made including translation)

The third party libraries used are box2d, box2dlights, ashley, gdx-ai and libGDX. Since all these libraries and assets are freely modifiable and distributable they are suitable for this project. All libraries released under the Apache 2.0 License require us to provide a copy of the Licence with the codebase, as well as made available to users. To comply, we added a copy of the licence as well as attribution notice on the website. To comply with CC BY 4.0, we provide attribution on the website, therefore users playing the game will see the attribution.

3rd-party assets:

Our powerup items were taken from Flaticon, a site which allows usage of their images as long as they are credited. The credits are below:

Fast forward made by Maxim Basinski Premium on Flaticon

https://www.flaticon.com/free-icon/fast-forward_1054968?term=fast+forward&page=1&position=18&origin=tag&related_id=1054968

Snowflake made by Freepik on Flaticon

https://www.flaticon.com/free-icon/snowflake_912791?term=snowflake&page=1&position=19&origin=tag&related_id=912791

Stopwatch made by Freepik on Flaticon

https://www.flaticon.com/free-icon/stopwatch_3867499?term=timer&page=1&position=5&origin=tag&related_id=3867499

Order made by Pixelmeetup on Flaticon.

https://www.flaticon.com/free-icon/completed-task_1632670?term=completed+order&page=1&position=1&origin=search&related_id=1632670

Fire made by Freepik on Flaticon.

https://www.flaticon.com/free-icon/fire_785116?term=fire&page=1&position=1&origin=search&related_id=785116

Knife made by Freepik on Flaticon.

https://www.flaticon.com/free-icon/french-knife_1703029?term=kitchen+knife&related_id=1703029

Running made by Smashicons on Flaticon.

https://www.flaticon.com/free-icon/speed_1408870?term=speed&page=1&position=22&origin=tag&related_id=1408870

These licences work well for our project, as we do not want to pay royalty fees. Importantly, we are allowed to edit the images which was helpful for putting them in our game. We sourced Craftacular UI themes for the icons and images, usable under the CC-BY 4.0 licence which is specified here. This is an open-source licence and has few restrictive clauses, making it suitable for our game. Our game used a third-party Java library, libGDX. libGDX is licensed under the Apache 2.0 licence 2.0, the full text can be found here. This is an open-source licence which allows freedom to use and is unrestrictive, meaning that it is suitable for our game.