

Implementation

Group 27 BlackCatStudios

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Taking over from Group 30 Triple 10

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Main Asset:

Credits required: <https://limezu.itch.io/modern-interiors>
Modern Interiors is a paid asset brought by the previous team Triple10. The licence provided is in plain english. The licence states that these assets can be edited and used in any commercial or non commercial projects. They cannot be sold or distributed to others, they also cannot be edited then resold to others. We decided to purchase a licence for our team due to the low cost and to ensure we didn't defy the licence. However this is well suited for our game as it allows us to redistribute, edit and provides enough assets to create a detailed tiled map.

Fonts:

Credits required: <https://fontmeme.com/read/>

- The font used for the button assets is called the [Karmatic Arcade Font](#), this font has a licence which states in plain english it's free for both personal and commercial use. This font was also used for the leaderboard screen.

Music:

Credits required: <https://pixabay.com/music/search/japan-koto/>
The main game music is called [Japan Koto Folk Music](#). The music is produced by a user called [Music Unlimited](#). They state their music is royalty free. Therefore it's free for personal use and commercial use. This makes it well suited for our project.

libGDX:

We are using libGDX as the previous group selected this as their engine of choice. It comes with an [apache licence](#). This is for free softwares that gives the user the ability to use, modify and distribute without needing a paid licence or royalty fee. This makes it incredibly well suited for our purpose, coursework. As if required we could make changes to the engine as long as we mentioned any major changes.

Food:

We used free assets from [freepik.com](https://www.freepik.com) and ran them through [free pixel art generator](#) such as:

- [Onion](#)
- [Tomato](#)

We got the potato asset from [freepik.com](https://www.freepik.com).

Triple 10 implemented all features for Assessment 1.

SFX:

We got our sound effects from a website called [FreeSounds.org](https://www.freesounds.org).

- [Frying](#): [Creative common 0](#)
- [Chopping](#): [Creative common 0](#)
- [Burners](#): [Creative common 0](#)
- [Stage Complete](#): [Creative commons 4.0](#)
 - We changed the pitch of this sound and the length.
 - Author: cdrk
 - Name of assets: Cow Bell
- [Food Complete](#): [Creative common 0](#)
- [Coin Jingle](#): [Creative common 0](#)

These licences come under CC0 1.0 Universal (CC0 1.0) Public Domain Dedication. Where the creator of the sound asset has given up all rights to the sound effect. We decided to give credit anyway. This licence is perfect for our project as there are no requirements on for us. The other licence is Creative commons 4.0, where we have to provide what changes we have made and give credit. We've provided credit to the author and a link to the licence. While more restrictive for us, this is still appropriate as long as we give credit.

Images:

- **Star for powerups**: [Free Vector | Pixelated video game icons set \(freepik.com\)](#)
- **Rainbow Gradient for Super food**: [Free Vector | Free vector pride gradient 1 \(freepik.com\)](#)

These images come from freepik which provides a licence giving us the ability to edit, redistribute and sell commercially. It is unclear if credit is needed from the licence. So we decided to be safe. This is still suitable for our project as we are able to edit it.

Skins:

BlackCatStudios used a skin for textfields from [czyzby](#) from github. The licence is a SIL OPEN FONT LICENCE Version 1.1, which gives us the right to study and redistribute it as long as we do not sell the font itself. Making it fine for a game style project.

BlackCatStudios implemented all features for assessment 2.