**Guidelines for using Blue Boy Adventure's code and assets**

I often receive inquiries about showing or publishing games created using the code and assets (images/sound/editor) used in my Blue Boy Adventure tutorials, so I thought I should clarify the guidelines.

**For releasing to a closed network** (such as for a school project or showing it to your friends)**:**

Basically, there are no restrictions. You are free to use my code and assets as you like. Crediting me is not required, but I would appreciate it if you do.

**For releasing to a public/open platform:**

There are *no restrictions on publishing a game using the code in my BBA tutorial videos* regardless of commercial/non-commercial use. You are free to use it, but if the code is exactly the same or very similar to the one in the tutorial, please credit me with my name. If the code has been arranged enough and contains a lot of original elements, no credit is necessary.

However, *there are restrictions on the use of the assets* (images, sound, etc.). For sound effects, you may use the ones I distributed as is. However, for images (characters, background tiles, etc.) and music, please replace them with different ones if you wish to publish the game on an open platform. The main reason for this is to prevent the situation that there will be multiple games that look/feel like Blue Boy Adventure which will be confusing.

The exception to this is if you are not distributing the game itself, but just showing screenshots or play footage of your game on YouTube or other social media, there are no restrictions as long as you credit my name. However, please do not copy my tutorial content verbatim and publish it as your own tutorial content.

Under any circumstances, *please do not redistribute the assets themselves.*

If you have any other questions regarding this matter, please contact me at my email address: *learningryi@gmail.com*

Also, if you upload your game on an open platform such as itch.io, please let me know since I'd love to try it out!

That's all. Hope this clarifies your questions!

Cheers,

RyiSnow

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