

Implementation

C3 Group 6
Team WHNI

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Third-party libraries and assets used:

- LibGDX with gdx-freetype extension (Apache License 2.0) [1]
- “Cool School tileset” (CC0 1.0) [2]
- “Super Retro World” (Custom licence) [3]
- “Free Pixel Character Base Pack 32x32 Top Down Farmer Animations” (CC0 1.0) [4]
- “Duck Quack” (CC0 1.0) [5]
- “Paper Rustle” (CC0 1.0) [6]
- “dorm door opening” (CC0 1.0) [7]
- “Cartoon Quick Zip” (CC0 1.0) [8]
- “Deep Growl 1” (CC0 1.0) [9]
- Roboto.ttf (Open Font License 1.1) [10]

Licenses:

- **Apache License 2.0**

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This license waives copyright of the work entirely and places it into the public domain. It is suitable for use in our project as we can use public domain assets entirely for free without any conditions.

- **Custom licence (“Super Retro World”)**

This license allows assets to be used for commercial and non commercial purposes, adapted, or modified. Assets cannot be distributed, sold, or claimed as anyone’s except the creator’s, and cannot be used in NFT, metaverse, or AI projects. This is suitable for use in our project since our work falls within the restrictions of the license, and we can adapt the assets which is useful when resizing tiles in the map.

- **Open Font License 1.1**

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All other assets were created by the team.

All requirements for Assessment 2 are implemented.

We have fully met the requirements for Assessment 2. For additional requirements, we did not implement FR_DIFFICULTY; however, as this requirement was considered a low priority, we decided to focus our time on other areas of development instead.

Other information, for traceability:

Please note that some constructs are named differently in the implementation compared to other pieces of documentation. These are:

- The class called “Game” in the architecture documentation is called “YettiGame” to avoid a name clash with LibGDX’s Game class.
- The class called “Sprite” in the architecture documentation is called “Entity” to avoid a name clash with LibGDX’s Sprite class.
- The class called “Screen” in the architecture documentation is split into several classes to facilitate each screen running its own code.

Additionally, code that has been changed or added to the original implementation begins with “//begin new code” and “//end new code”.

References:

- [1] <https://github.com/libgdx/libgdx/blob/master/LICENSE>
- [2] <https://opengameart.org/content/cool-school-tileset>
- [3] <https://gif-superretroworld.itch.io/interior-pack>
- [4] <https://kettoman.itch.io/free-pixel-character-base-pack-32x32-top-down-farmer-animations>
(Downloading the pack provides a "license.txt.txt" file, which confirms the CC0 license)
- [5] <https://freesound.org/people/Tabby+Gus./sounds/515408/>
- [6] <https://freesound.org/people/BenjaminNelan/sounds/353125/>
- [7] <https://freesound.org/people/pagancow/sounds/15419/>
- [8] <https://freesound.org/people/se2001/sounds/541506/>
- [9] <https://freesound.org/people/noahpardo/sounds/345733/>
- [10] <https://github.com/googlefonts/roboto-3-classic/blob/main/OFL.txt>