

Implementation

Cohort 1 Group 10

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3rd Party libraries:

- Libgdx - Creative Commons Public License

3rd Party assets:

Tilesets:

- RPG Urban Pack 1.0 - Kenny.nl, Creative Commons Zero licence
- Modern Interiors - LimeZu
- Modern Office - LimeZu
- Tiny Ranch Asset Pack

Other Assets:

- Grade symbols - Personal and Educational Use
- Music, Aspire Background - TimTaj, Attribution NonCommercial NoDerivatives 4.0 International License
- Score Screen - Creative Commons Attribution Share Alike 3.0 Unported licence
- Game over screen - Creative Commons Attribution-NoDerivs 3.0 Unported licence

The majority of licences used were public licences, which we used because they were free to use for educational, and personal use which meant there was a lot of documentation and was easier to find tutorials on how to use them, especially with the libraries

Some tilesets did not have official licences, however all said they could be used for personal and commercial use, which allowed them to be used in this game

One requirement was not fully implemented, score tracking(`UR7_Game_Scoring`).