

Implementation

Group Name: Group 11

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Group Members:

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Libraries, tools and Assets used:

- LibGDX (Framework):
 - License: Apache 2.0
 - Suitability: This license is particularly suitable for our project as it imposes minimal restriction on the use of the software, making it a good choice for educational purposes where the project might be shared publicly or used as a portfolio piece.

- Tiled Map editor (Tool):
 - License: GPL v2.0
 - Suitability: This license requires that any derivatives of the software also be open-sourced under the same license. For our project, this is not an issue because the project is not intended for commercial distribution.

- Small Burg Village pack (Asset):
 - License: Free license
 - Suitability: This license allows us to freely use and modify the assets to develop our game project without needing to obtain separate licenses.

- Modern Interiors (Asset):
 - License: Free license
 - Suitability: This license allows us to use and modify the assets as our project is strictly for educational purposes only i.e, non-commercial.

- Kidding Around sound from Mixkit (Asset):
 - License: Mixkit Music Free License
 - Suitability: This license allows use of its sound assets in commercial and non-commercial projects. For our educational project, we are free to use any sound assets in our game.