

# Implementation 2

## Cohort 1 Group 10

Cai Hughes<[cabh500@york.ac.uk](mailto:cabh500@york.ac.uk)>

Ben Slater<[bs1463@york.ac.uk](mailto:bs1463@york.ac.uk)>

Adeola Adeniji<[aa3098@york.ac.uk](mailto:aa3098@york.ac.uk)>

Mathew Riedy<[mr1723@york.ac.uk](mailto:mr1723@york.ac.uk)>

Riad Kasmi<[rmk526@york.ac.uk](mailto:rmk526@york.ac.uk)>

Simon Konieczny<[sk2144@york.ac.uk](mailto:sk2144@york.ac.uk)>

### **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.
- Tiny Ranch Animals (Asset):
  - License: Free license
  - Suitability: This license allows us to use and modify the assets as our project needs.
- 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.