

The game was made exclusively using the 3rd-party libraries that come with LibGDX. As we made preparations to credit all resources used, the LibGDX licences were suitable for use as both stated that commercial use was permitted, so long as the softwares were credited, of which none were made, with LibGDX stating grants of patent and copyright licence '[1, sections 2 and 3] with the requirements that copies of the licences were passed on with the product (applying to LibGDX[1, section 4a] and GlassyUI[2, 'License'] according to its licence CC 4.0 [3, 'Attribution']), changes to the software are stated [1, section 4b], necessary notices (copyright, licence and disclaimer) and/or links were provided (applying to GlassyUI[3, section 3a1Aii-v]). Regarding further 3rd-party asset creation and sites, while GlassyUI was used in this regard, Piskel was even more suitable for the project as there were no requirements for commercial use [4, 'Sprites Ownership'] other than respectful use[4, 'Restrictions of Service] and liability for one's own content[4, 'Created Content']. In a similar way, Craftpix.net's licence was the most suitable for the project as the PNG file we used fell under 'Freebie Products' [5, Section 2] as it explicitly stated that use of the assets owned by their assets can be 'included in works such as game projects' [5, Section 2.1.2] to 'sell and distribute'[5, Section 2.1.3] for commercial projects [5, Section 2.1.1]. The 3rd-party assets used in the game were made using the softwares Piskel, GlassyUI and Craftpix.net.

The 3rd-party assets made using the software Piskel were the following:

- Points of Interest: Accommodation.png, Duck_pond.png, Library.pngMap.png
- Player sprites: Player_sprite_still.png, Player_sprite_right.png, Player_sprite_left.png, Player_sprite_up.png, Player_sprite_down.png
- Certificate.png

From GlassyUI were the following:

- Button1.png
- Button2.png

And from Craftpix.net was the following

- Bg.png

All of the features required for Assessment 1 explicitly stated in the ENG1 Product Brief 2023-24[6] have been met, however there are some features as stated in our team's Requirements Document [7] that are not implemented to some degree. Initially the Game Menu was intended to feature avatar and settings customisation options [7, User Requirements/Top Priority(Must)/Game Menu], however it was decided that changing the settings of the game would be unnecessary as our game did not feature sound or music, and it was suitable in regards to character customisation to provide a gender neutral sprite for inclusivity. The Activities requirement is met to the satisfaction of the Product Brief [6, Assessment 1 Section] but not our stated requirements as we have mentioned 'different recreational activities', though it was decided to be best to implement a single activity - the duck pond - to prioritise meeting the implementation goal of Assessment 1.

References

- [1] LibGDX (2013, July. 6). libgdx/LICENSE file. Github [Source Code]. Available at: <https://github.com/libgdx/libgdx/blob/master/LICENSE> [Accessed: 19 March 2024].
- [2] czybzy (2016, July 15) Gdx-Skins/glassy/GlassyUI. Github [Source Code]. Available at: <https://github.com/czybzy/gdx-skins/tree/master/glassy> [Accessed: 19 March 2024].
- [3] Creative Commons (2019, November 12) CC BY 4.0 LEGAL CODE, Attribution 4.0 International. Creative Commons [Online]. Available at: <https://creativecommons.org/licenses/by/4.0/legalcode.en#s3> [Accessed: 19 March 2024].
- [4] Piskel (2021, June 16) Piskel Terms and Conditions. Piskel [Online]. Available at: <https://www.piskelapp.com/terms#:~:text=Basics,laws%20that%20apply%20to%20you>. [Accessed: 19 March 2024].
- [5] Craftpix.net (2022, June) Craftpix.net File Licences. Craftpix.net [Online]. Available at: <https://craftpix.net/file-licenses/> [Accessed: 19 March 2024].
- [6] MeganT2004(2024 February 28) ENG1-T17-Website. Github [Online]. Available at: <https://megant2004.github.io/ENG1-T17-Website/> [Accessed: 20 March 2024].