# <u>Implementation</u>

Cohort 1, Group 5
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### LibGDX

- Licence: Apache License 2.0
- Suitability: The Apache License 2.0 is an open-source licence that allows free use, distribution (and modification) of the thing it is on.

### Junit

- Licence: Eclipse Public License 1.0
- Suitability: The Eclipse Public License 1.0 is an open-source licence that allows free use, distribution (and modification) of the thing it is on.

#### Gson

- Licence: Apache License 2.0
- Suitability: Same as other Apache License 2.0

### Game Assets

- Licence: No licence provided
- Suitability: It states that it can be used for any commercial or non commercial project and may be modified, credit: <a href="https://shubibubi.itch.io/">https://shubibubi.itch.io/</a>

## LibGDX Default Skin

- Licence: Apache License 2.0
- Suitability: Same as other Apache License 2.0

## Craftacular UI Skin for LibGDX

- Licence: CC BY 4.0 DEED
- Suitability: The CC BY 4.0 is a licence that allows free use, distribution (and modification) of the skin, even in a commercial setting, as long as credit is given to the creator of the object under the licence,

credit: https://ray3k.wordpress.com/craftacular-ui-skin-for-libgdx/

### **Background Music**

- Licence: Pixabay Content License
- Suitability: The Pixabay Content License allows for the free use of content, including modification. As long as the use case complies with certain conditions which this used case does, credit:

https://pixabay.com/music/acoustic-group-in-the-forest-2-21402/

### User Requirements not complete:

UR\_RECREATION\_RANGE - was not fully implemented as the assessment 1 only required one place to relax so would aim to add in the second phase for example as we have a cinema maybe a sports activity that uses energy to do.

Everyother requirement has been implemented.