We made use of a number of third-party libraries, resources and tools:

* Jersey RESTful Web Service Framework
  + Dual licensed
    - Common Development and Distribution License (CDDL - Version 1.1)
    - GNU General Public License (GPL - Version 2, June 1991) with the “Classpath Exception”
  + Built by Oracle
  + <https://jersey.java.net/index.html>
* Pixi.JS
  + Javascript HTML5 Canvas graphics engine
  + MIT Open License
  + Main author Mat Groves
  + <http://www.pixijs.com/>
* JUnit
  + Eclipse Public License 1.0
  + Authored by Junit
  + <http://junit.org/junit4/>
* “Crawl” tileset graphics
  + Autor Chris Hamons
  + Public Domain
  + <http://opengameart.org/content/dungeon-crawl-32x32-tiles>
* JQuery
  + Authored by the JS Foundation https://js.foundation/
  + https://jquery.com/
* “Vaulted Cellar” Photograph
  + Used in the background of the client layout
  + Public Domain
  + Author is a user named “132369”
  + <https://pixabay.com/en/vaulted-cellar-tunnel-arches-keller-247391/>
* “VT232” Font
  + Used in the client
  + Designed by Peter Hull
  + Open Font License
  + <https://fonts.google.com/specimen/VT323?selection.family=VT323>
* Creately.com
  + Tool used to generate the first version of UML diagrams
  + <http://www.creately.com>
* Draw.io
  + Tool used to generate the second version of UML diagrams
  + <http://www.draw.io>
* Mockito Java mocking framework
  + MIT Open License
  + <http://site.mockito.org/>