

Implementation

Part B

Team 12

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Licences

[LibGDX](#) (section 2.)

[Tiled Map Editor](#) (free software)

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Tiled is licensed as a General Public License, which (as linked above) grants us essentially the same permissions and performance rights as libGDX.

Our project does not use any third party assets since we have chosen to create our own.

We determined that these 3rd party softwares/libraries and their licences are suitable for our project as libGDX is an open source game-development framework for Java, our language and its licence allows us to create and distribute a game made in libGDX freely which is the aim of this project. The Tiled Map editor allowed easy and consistent development of the map/world as well as interacting very nicely with libGDX, and its licence meant that we could create maps and distribute those maps with the game for free.

Unmet requirements for Assessment 2

We achieved all of the main requirements for assessment 2