Group 21
Team 21

Implementation

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a) Documented code is found on the website- GitHub repository and in the submissions folder
b) Assets and libraries:

Libraries:

1. **Libgdx:** https://libgdx.com/
Licensing information: Apache 2.0
Description: Open source, the licence is a free software allowing users to modify and distribute the software as long as there is a copy notice and copy of licence

2. **Tiled:** https://www.mapeditor.org/
Licensing information: BSD
Description: Open source, map editor for creating game maps. BSD licence is a free software licence and it allows for use and redistribution of software.

Asset:
1. **Modern Exteriors:** Modern exteriors - RPG Tileset [16X16] by LimeZu (itch.io)
Licensing information: Asset can be edited or used however it can't be edit or resold to others
Description: Credit must be given (https://limezu.itch.io/)

2. **Ducks on lake:** https://caz-creates-games.itch.io/ducky-3
Licensing information: Creative Commons Zero v1.0 Universal licence
Description: Asset can be used in any project without the need for attribution

3. **DPComic Font (Deluxe Pixel)** https://www.1001fonts.com/dpcomic-font.html
Licensing Information: License.txt
Description: Free for personal and commercial use

4. **Music:** Game music
Licence: Envato elements licence Licensing terms
Description: Free for personal and commercial use

5. **Main menu skin:** https://ray3k.wordpress.com/craftacular-ui-skin-for-libgdx/
Licence: https://creativecommons.org/licenses/by/4.0/ (CC BY licence)
Description: Free to share and adapt as long as credit is given

6. **Metal UI Skin:** https://ray3k.wordpress.com/metal-ui-skin-for-libgdx/
Licence: https://creativecommons.org/licenses/by/4.0/ (CC BY licence)
Description: Free to share and adapt as long as credit is given

We used generative AI to create the interior of 3 of our buildings (Langwith, Piazza and the CS lab) by giving examples of initial plans and designs we came up with using tilesets for our exterior as we wanted the exterior design and interior to have the same feel and same design base which we struggled to find a specific tileset for (for interiors).