

Date: 13/01/25

UniTycoon

IMPLEMENTATION

Group 6

TEAM6 Game Studios

Work Undertaken by:

Thomas Koukouris

Adam Khan

Oliver Herron

Sam Jordan

Nathan Hopper

Fergus Irvine

3rd Party Assets and Libraries:

3rd party assets:

Some assets (buildings) were added for Assessment 2. Licenses were reviewed for each asset already in the game to confirm usage permissions, ensuring they were suitable for non-commercial use as required. Proper acknowledgement was provided to meet licensing terms. Assets were reverse image-searched on Google to check if similar images would come up. This ensured no existing intellectual property violation.

- **AI-generated assets** - Chat GPT, an AI generative tool by OpenAI, was used for the creation of the building assets of the game, the pause and play buttons, the start screen background, and the game and team logos. The policy allows us to adapt and integrate the generated assets into our project as long as we give credit to the model used.
- **Audio files** - background music for both the game screen and title screen. Both the audio files were obtained from Bensound, a royalty-free music provider (<https://www.bensound.com/royalty-free-music>). Bensound has a royalty-free licence which allows use of the music files.
- **Image files** - Several icons obtained from VeryIcon, a free online image source (<https://www.veryicon.com/icons>). Those icons are free for personal and commercial purposes. Some of the icons used in the project include right-arrow.png and left-arrow.png.

Libraries:

- **LibGDX** - The game development library libGDX was used to provide a robust framework for 2D game development. libGDX is licensed under Apache 2.0, which allows for commercial use of the library.
- **Map and Tileset** - map editor software called Tiled (free and open-source) was used for the production of the background map. The tileset was sourced from OpenGameArt.org. (<https://opengameart.org/content/slates-32x32px-orthogonal-tileset-by-iv-an-voiroi>), and it was created by Ivan Voirol. As it was licensed for open use with attribution, we could use the tileset to enhance our game's visual elements while acknowledging the artist.

All mandatory requirements from the inherited and adjusted brief have been met. Moreover, some recommended (should) and optional (may) requirements were also implemented to enhance the player experience.

All features required for Assessment 2 from the provided product brief are fully implemented.