UniSim

IMPLEMENTATION

TEAM6 Game Studios

Work Undertaken by:

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3rd Party Assets and Libraries

- No 3rd party assets were used - all game assets were created by group members Sam Jordan and Fergus Irvine.

Libraries used:
- libGDX - development framework used to create the game. libGDX is free and open-source, and licensed under Apache 2.0, which allows for commercial use of the library.
- Tiled - level editor used to create the tiled map featured in the game. Tiled is free and open source, and licensed under GNU GENERAL PUBLIC LICENSE Version 2, which allows for the software to be run for any purpose, including commercial purposes.

This makes these libraries suitable for developing a product as they would not restrict the sale of games made using them.

All features required for Assessment 1 are fully implemented.