UNIVERSITY OF YORK DEPARTMENT OF COMPUTER SCIENCE

User Evaluation

Group 14

Tecch Titans:

Bradley Mitchell

Daniz Hajizada

Ellie Gent

Joel Crann

Keela Ta

Leo Crawford

Lukas Angelidis

Libraries and Tools:

JSON Library - <u>JSON-java</u> // License - <u>Public Domain</u> // Free for use without any copyright restrictions or permissions needed.

Assets:

Town map sprites - <u>Kerrie Lake's Star Realms Cozy Forest Pack</u> // License - N/A // Explicitly stated on the download site and related licensing document that the pack is free for unlimited commercial and non-commercial use, used a recoloured version for town.

House sprites - <u>Village Top Down</u> // License - N/A // Site explicitly states assets can be used and modified freely in commercial or non-commercial projects, so long as credit is given and the assets are not directly resold. Credit has been given on the credits page in the game.

Bus sprites - <u>Public Bus</u> // License - N/A // Site explicitly states that the asset can be in projects without any credit required. Recoloured the asset for use in the game.

Music and Sounds:

No additional music/sounds added

All of the features required have been implemented as specified in the brief and by the customer; all of our requirements have been met.

Original assessment 1 assets have also continued to have been used in our expansion of Team 16's original project; a list of these assets can be found on the deliverables page of our website:

[https://tecchtitans.github.io/Assets/Deliverables/Assessment1/Impl1.pdf]