

Implementation Report

Cohort 2 Team 1 (Assessment 1)

Ahmet Abdulhamit

Zoey Ahmed

Tomisin Bankole

Alanah Bell

Sasha Heer

Oscar Meadowcroft

Alric Thilak

Cohort 2 Team 2 (Assessment 2)

Bader Albeadeeni

Dan Hemsley

Jennifer Bryant

Mathilde Couturier-Dale

Oliver Elliott

Rosie-Mae Connolly

William Mutch

Implementation Report

Third-Party Assets and Licenses:

Asset	License	Usage
Cute Fantasy Free Tileset	Non-commercial	This was used for maze tile sets. Under a non-commercial license we are freely able to use the asset without restriction, as this game is not commercial making it suitable.
Modern Interiors Free v2.2	Non-commercial	This was used for building interior decoration assets. Under a non-commercial license we are freely able to use the asset without restriction, as this game is not commercial making it suitable.
Mystic Woods Free v2.2	Non-commercial	Environmental assets. Under a non-commercial license we are freely able to use the asset without restriction, as this game is not commercial making it suitable.
BUS TOPDOWN (Vecteezy)	Standard license	Bus sprite. Under a standard license this bus sprite is allowed to be used and included in our game. This makes it suitable as we are allowed to use it without modification restriction.
Tiled Map Editor	GPL v2+	Map creation tool supported by LibGDX. Under the GPL v2+ license this software is allowed to be used and modified. This is suitable as it allows us to make maps without having licensing restrictions on the project.
Skin Composer	MIT License	We used Skin composer for a UI skin generator. Under the MIT License it allows the asset to be freely used and modified making it suitable for our game as it does not restrict development.
LibGDX Framework	Apache 2.0	We used LibGDX for a game development framework. Under the Apache License 2.0 this allows free use and modification with minimal restrictions making it suitable for developing our game.
background_music.mp3	Non-commercial	We sourced our background music from a website called pixabay, which is a site only for royalty-free content. We then made sure to use audio that was free for use under the Pixabay Content License, which allows us to use the content for free without credit as long as we are not selling or distributing our game. Link: https://pixabay.com/music/video-games-bleeps-and-boops-classic-arcade-game-116838/
JUnit	Eclipse public license 1.0 / 2.0	We used JUnit for the unit tests of the project. Under the Eclipse public license it allows using JUnit for testing our game.
Gradle Plugins	Apache 2.0	We used gradle plugins to help build the project. Under the Apache License 2.0 this allows free use and modification with minimal restrictions making it suitable for developing our game.

Copilot was used to generate some assets (goose, birdseeds,safe and paper texture). As we have used the free version of copilot, we are able to use any AI generated images for personal and non-commercial use. All licenses are suitable for this academic, non-commercial project. No assets require commercial licensing or violate terms of use.

While we have successfully implemented the majority of the listed requirements, the following requirements have not yet been implemented: NFR_SOUND_EFFECTS_CONTROL (the system responding to the user muting and adjusting volume) , NFR_RESTART_GAME (the user can restart the game from scratch from the settings) , NFR_RESTART_GAME_SCREEN (the system should display an exit game screen which displays the users current statistics).

Implementation Report

Reference

Ribeiro,P.(2025). Intellectual Property. Department of Computer Science, University of York