

Implementation

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3rd Party Libraries and Assets

Library/Asset	Licensing Information	Credit
LibGDX Game Development Framework	Apache 2.0 [1]	N/A
Gradle	Apache 2.0 [1]	N/A
Sprout Lands Asset Pack	Free Licence	https://cupnooble.itch.io
Pixel Art GUI Elements	Free Licence	https://mounirtohami.itch.io
Fantasy RPG Medieval Townsfolk	CC v4.0 [2]	https://franuka.itch.io
Mystic Woods	Free Licence	https://game-endeavor.itch.io
FREE Music Loops	CC-0 Public Domain [3]	https://tallbeard.itch.io
Peaberry Pixel Font Family	Free Licence	https://emhuo.itch.io
City Pack - Top Down Pixel Art	Free Licence	https://nyknck.itch.io
Pixel Door Animation	CC v4.0 [2]	https://joao9396.itch.io
SmallBurg Village Pack	Free Licence	https://almostapixel.itch.io
Universal UI/Menu Soundpack	CC v4.0 [2]	https://ellr.itch.io
Single modified duck asset	CC-0 Public Domain [3]	https://caz-creates-games.itch.io

We used libGDX for our game development, utilising its features for graphics rendering and game logic. Since it is open source, we could make our game to the requirements without worrying about licensing constraints. LibGDX has extensive documentation that was invaluable throughout the project.

We also used Gradle as our build tool, which helped us streamline development by building the game into a single executable .jar file. This also handled any potential operating system compatibility issues for us.

The Apache 2.0 [1] Licence permits commercial use, modification, distribution, and sublicensing. We are obligated to include the full text of the licence in modified software and state significant changes made to the software.

We made sure that any game assets chosen had an appropriate licence. These assets were all obtained through itch.io and are licensed individually to their respective creators. Since our project is not for profit, we were able to use assets licensed under Free License. The duck asset we modified is licensed under the CC0 v1.0 [3] licence. This licence grants us the freedom to use, modify, and distribute the assets for commercial or private purposes without requiring attribution. Out of courtesy, we have decided to credit all assets we have used although only necessary for those licensed under CC v4.0 [2]

Requirements Review

Not fully implemented features:

Requirement ID	Why it was not implemented
UR_BACKSTORY	The information and context were moved to the control screen
UR_ENDING	It was deemed to be unnecessary
FR_SCORING	We felt that giving letter grades did not fit the setting of the game

Referencees

[1] APACHE LICENSE, VERSION 2.0, Apache [Online]: <https://www.apache.org/licenses/LICENSE-2.0>
[Accessed 09/05/2024]

[2] CREATIVE COMMONS v4.0, Creative Commons [Online]: <https://creativecommons.org/licenses/by/4.0/>
[Accessed 09/05/2024]

[3] CREATIVE COMMONS 0 v1.0, Creative Commons [Online]:
<https://creativecommons.org/publicdomain/zero/1.0/> [Accessed 09/05/2024]