UNIVERSITY OF YORK

DEPARTMENT OF COMPUTER SCIENCE

Implementation
Cohort 2 - Group 13
TAKEN OVER FROM GROUP 16

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Libraries and tools:

Game engine - [LibGDX](#) // Licence - [Apache-2.0](#) // Free for use in commercial and non-commercial projects, allowing us to create and redistribute to other groups.

UI compiler, atlas generator - [LibGDX Skin Composer](#) // Licence - [MIT Licence](#) // Assets generated are free from copyright.

Texture compiler - [LibGDX Texture Packer](#) // Licence - [Apache-2.0](#) // Software is free for use commercially and non-commercially and any assets generated are copyright free.

Map maker - [Tiled Map Editor](#) // Licence - [GNU General Public Licence V2.0+](#) // We have not modified the source code, therefore are free to use any maps generated in our project.

Assets:

Masculine player sprite - [CuddleBug's Apocalypse Asset Pack](#) // Licence - N/A // Explicitly stated on the itch.io page that assets are free to use as long as we don't resell them.

Feminine player sprite - Modified version of above asset, modified by E. Giles // License - [Creative Commons CC-0](#) // Modified by a 3rd party at our request, verbal permission given to use under CC-0.

Menu buttons, dialogue boxes - [Cryo's Mini GUI Pack](#) // Licence - [Creative Commons Attribution V4.0 International](#) // Free to use as long as credit is given which we have done in the form of a link in Assets Used.txt, credits.txt and thus the in-game credits screen.

Map sprites - [Kerrie Lake's Star Realms Cozy Forest Pack](#) // Licence - N/A // Explicitly stated on the download site and related licensing document that the pack is free for unlimited commercial and non-commercial use.

Button fonts - [W95FA Font](#) // Licence - [SIL OpenFont Licence](#) // Free for commercial and private use.

Title font - [Motorola ScreenType Font](#) // Licence - N/A // No given licence so taken to be the site's default which is public domain, thus completely free to use.

Time and day font - [NK57 Monospace Font Family by Raymond Larabie](#) // Licence - N/A // Licensed under default site licence which is free commercial and non-commercial use.

Dialogue font - [Pixeloid Font Family by GGBotNet](#) // Licence - [SIL OpenFont Licence](#) // Free for commercial and private use.

Music and sounds:

Main menu music - ['Streetlights' from Minigame Music Pack by JD Sherbet](#) // Licence - N/A // Free for commercial and non-commercial use as long as credit is given, which we have done in the form of a link in Assets Used.txt, credits.txt and thus the in-game credits screen.

Overworld music - [Blippy Trance by Kevin Macleod](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Menu button select sound - [Coin by Sound Effects Library](#) // Licence - [Creative Commons CC-0](#) // Public domain thus free to use, redistribute and resell.

Walking sound - [Stone Steps by Pixabay](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Pause menu open/close sound - [Coin Collect Retro 8-bit Sound Effect by Lesiakower](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Dialogue box open sound - [SFX_Jump_07 by Pixabay](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

Dialogue box option sound - [Select Sound by u_2fbuaev0zn](#) // Licence - [Pixabay Content Licence](#) // Explicitly stated on the website as being free for use.

We have met all assessment and client requirements in our implementation.