Implementation

Cohort 1 Group 1

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3rd Party Assets and Libraries

For our project implementation, we incorporated various assets from [LimeZu](#), a game developer. This included just two asset packs; [Modern interiors](#) and [Modern exteriors](#).

We also used the default libGDX UI skin for our user interface. This falls under the same licensing for the larger framework.

Licences

These assets are made available under the "Complete version Licence". The licence terms allow us to edit and use the assets in both commercial and non-commercial projects without restrictions, which aligns well without our project requirements. However it is important to note that we are required to properly credit the use of the assets, as specified by the licence.

In term of suitability for our project, while the assets provide the flexibility of not needing to waste time developing custom designs, the licences also provide this flexibility needed to incorporate the assets into our project by offering clear guidelines on what is allowed and what is restricted, ensuring compliance with legal and ethical considerations

Additionally, we utilised the libGDX framework for our game project development. The libGDX framework is released under the [Apache 2.0](#) Licence, offering unrestricted usage in both commercial and non-commercial projects.

Features not fully implemented

Sound / Music

At this stage, sound and music integration has not been fully implemented in our project. Our primary focus has been on developing the core functionality and mechanics of the game, and due to the time constraints and prioritisation of other features, we have temporarily deferred the implementation of sound and music elements.

Animations

Similarly, animations have not been fully implemented into our project. Whilst animations play a significant role in aesthetics and visual appeal of the game, the complexity of integrating animations at this stage has begun but not been completed yet.