Implementation

Group Number: 10

Team Name: Decassociation

Group Member Names:
Mohammad Abdullah
Tom Broadbent
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Michael Marples
Lucy Walsh

A significant portion of the licence information is exactly the same as for Team 3 in Assessment 1 so much of the below information has been left the same. However, there are a few minor changes.

Java

Java and its libraries can be used for any project under [Oracle NFTC](). This grants permission for creation and distribution of derivative works. Java is also open-source allowing for modification of the source code should we wish to - although this will likely be unnecessary for our purposes.

Libraries

Our chosen game development framework, libGDX, is open-source and made available through the [Apache licence]() (Version 2.0). As a derivative work, our game would also be required to be licensed under for the purposes of distribution - although the licence will have little impact regarding the use listed on the brief. It also bears mentioning that ownership of the copyright for the product remains with us.

Background Music/Sound effects

All audio assets for our game were sourced from <https://freesound.org/> and thus are licenced through the creative commons [cc0 licence]() (version 1.0). This licence is compatible with our Apache licence and has no effect on the licence our work would need to be distributed with. The only consequence of note for this licence is that we cannot missatribute the authorship of the work, something to bear in mind where we add credits to our game.

Background Images

The image used for the background of the main menu, leaderboard and all other menu screens apart from the credits screen was created internally, specifically for our game, so there is no licence attached. The image used for the credits screen was sourced via the cc0 image repository at <https://www.flickr.com/>. All conditions and impacts are as above.

Visual art/user interface assets

All of these assets were created custom for our game. Many parts were created internally, for outsourced art ownership and copyright was granted to us by the artist allowing for use without the constraint of a licence. Some of the assets have been created by different team members but are specifically for our project so none of them have licences attached.

Required Features Not Implemented

All features / requirements have been implemented.