

Implementation

Cohort 1 Group 7

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The project uses libGDX game engine which is under the Apache License 2.0 [1]. This game engine is suitable as it is open source and free to use with a few restrictions.

Graphics were made using Tiled (licensed under a General Public License [2]) and itch.io (Free-license version) by the previous team. The permission to use was given by the previous team.

The diagrams were made using Lucidchart as it is simple and free to use.

To stick closer to the architecture we made, we used Badlogic.Ashley which is also under Apache License 2.0.

The in-game font was set as Roboto-Regular by the previous team, which we carried-on. This font is licensed under SIL Open Font License, version 1.1 [3]. The font itself is suitable for the game as it suits our game's design.

For the sound effects, sounds from pixabay.com were used. It was licensed under Content license summary [4], and license allows free use of the sounds.

Overall:

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|------------------|---|--|
| • Game engine: | libGDX | Apache License 2.0 |
| • Graphics: | Tiled, itch.io | General Public License & Previous team |
| • Architecture: | Badlogic.Ashley | Apache License 2.0 |
| • Font: | Roboto-Regular | SIL Open Font License, version 1.1 |
| • Sound effects: | pixabay.com | Content license summary |
| • Diagrams | Lucidchart | Proprietary |

All required features for Assessment 2 have been fully implemented.

Sources

[1] Apache Software Foundation, "APACHE LICENSE, VERSION 2.0," *Apache.org*, [Online] 2019.

<https://www.apache.org/licenses/LICENSE-2.0>

Accessed: January 9th, 2026

[2] "gnu.org," www.gnu.org. [Online]

<https://www.gnu.org/licenses/old-licenses/gpl-2.0.en.html>

Accessed: January 9th, 2026

[3] "SIL Open Font License Official Text,"

openfontlicense.org. [Online]

<https://openfontlicense.org/open-font-license-official-text>

Accessed: January 9th, 2026

[4] Pixabay, "Content license summary," *Pixabay.com*, 2024.

[Online] <https://pixabay.com/service/license-summary/>

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