Implementation

Assets and Libraries:
- libGDX [1]: Java game development engine, licensed under Apache 2.0 [2].
- Tiled [3]: 2D Level editor, licensed under GPL 2.0 [4], BSD 2-clause licence [5] and Apache 2.0.
- Asset Pack, RPG Urban Pack 1.0 [6], Licensed under CC0 [7], Created/distributed by Kenney (www.kenney.nl).
- Asset Pack, Tiny Town (1.0) [8], Licensed under CC0, Created/distributed by Kenney (www.kenney.nl).
- Game Music, Licensed under CC0, credited to josefpres of Freesound.org [9]   .
- Character Art, Licensed under CC0, credited to patvanmackelberg of OpenGameArt.org [10] at https://x.com/TwoLeafGames.

CC0 licensed is a "No Rights Reserved" which enables us to freely add to and build upon, and reuse without any restrictions under copyright law[7] for any purposes.

These Licences are suitable for our project as we don't want to spend any money on software and assets. Therefore we have chosen software and assets with free use licences. Some of the requirements, such as feedback when the user completes a task will be shown in the task count increasing. Assessment 1 requirements fully implemented.

References:
[1] (2024, March.1), *libGDX*, libGDX. [Online]. Available: https://libgdx.com/. [Accessed: 15 Feb. 2024].

[2] *Apache License, Version 2.0*. [Online]. Available:
https://apache.org/licenses/LICENSE-2.0. [Accessed: 20 Mar. 2024].

[3] *Tiled*, Tiled. [Online]. Available: https://www.mapeditor.org/. [Accessed: 28 Feb. 2024].

[4] *The GNU General Public License v3.0 - GNU Project - Free Software Foundation*.
[Online]. Available: https://www.gnu.org/licenses/gpl-3.0.en.html. [Accessed: 20 Mar. 2024].

[5] *tiled/LICENSE.BSD at master · mapeditor/tiled*. [Online]. Available:
https://github.com/mapeditor/tiled/blob/master/LICENSE.BSD. [Accessed: 20 Mar. 2024].

[6] Kenney, (2019, January.7), *RPG Urban Pack*, OpenGameArt.org. [Online]. Available:
https://opengameart.org/content/rpg-urban-pack. [Accessed: 19 Mar. 2024].

[7] *CC0*, Creative Commons. [Online]. Available:
https://creativecommons.org/public-domain/cc0/. [Accessed: 20 Mar. 2024].

[8] Kenney, (2023, January.23), *Tiny Town*, OpenGameArt.org. [Online]. Available:
https://opengameart.org/content/tiny-town. [Accessed: 19 Mar. 2024].

[9] *Freesound - Piano loops 006 efect 2 octave long loop 120 bpm by josefpres*. [Online].
Available: https://freesound.org/people/josefpres/sounds/727917/. [Accessed: 15 Mar. 2024].

[10] patvanmackelberg, (2015, August.21), *16x16 Characters + Putting Animation*,
OpenGameArt.org. [Online]. Available:
https://opengameart.org/content/16x16-characters-putting-animation. [Accessed: 28 Feb. 2024].