Implementation

Group 9

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Third party assets used:
- Libgdx
- Gradle

Since LibGDX and Gradle are both under the Apache License 2.0, we're free to use, modify, and distribute our game without restrictions from their licences. This permissive licence makes it easy for us to integrate these libraries into our project and pass it along to another group without any legal hassles or requirements to adopt the same licence.

While the Apache License also requires us to give proper credit to the original creators of LibGDX and Gradle this is easy to do. Plus, it offers protection from patent claims related to these libraries, which helps avoid potential legal issues down the line. Overall, the flexibility of Apache License 2.0 is ideal for our needs, allowing us to keep things simple for future groups who'll work on the project.

References

1. [1] Apache License, "Apache License 2.0," *Wikipedia*. https://en.wikipedia.org/wiki/Apache_License (accessed Nov. 8, 2024).
2. [2] libGDX, "libGDX License," *GitHub*. https://github.com/libgdx/libgdx/blob/master/LICENSE (accessed Nov. 8, 2024).