ENG1 Implementation

Cohort 3 - Group 28

"Team 28"

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Libraries and Assets

We did not use any new libraries or assets compared to the previous team. This table is copied from their attribution page, with some improvements.

Library/Asset	Licensing Information	Credit
LibGDX Game Development Framework	Apache 2.0	libGDX project https://github.com/libgdx/libgdx
Sprout Lands Asset Pack	Free Licence - non-commercial, do not redistribute	https://cupnooble.itch.io/
Pixel Art GUI Elements	Free Licence - free for use for any purpose	Mounir Tohami https://mounirtohami.itch.io/
Fantasy RPG Medieval Townsfolk	CC-BY 4.0	https://franuka.itch.io/
Mystic Woods	Free Licence - non-commercial, do not redistribute	https://game-endeavor.itch.io/
FREE Music Loops	CC-0 Public Domain	https://tallbeard.itch.io/
Peaberry Pixel Font Family	Free Licence - no attribution needed	https://emhuo.itch.io/
City Pack - Top Down Pixel Art	Free Licence - commercial, attribution required, do not redistribute	https://nyknck.itch.io/
Pixel Door Animation	CC-BY 4.0	https://joao9396.itch.io/
SmallBurg Village Pack	Free Licence - do not redistribute	almostApixel https://almostapixel.itch.io/
Universal UI/Menu Soundpack	CC-BY 4.0	https://ellr.itch.io/

Suitability of Licences

We modified the contents of the Pixel Art GUI Elements asset pack by Mounir Tohami to add new buttons for the Hiscore (Leaderboard) page. The informal highly permissive licence is suitable as it makes the assets free for use for any purpose and does not forbid modification.
The licence for the SmallBurg Village Pack assets by almostApixel contradicts itself on whether you can use it for commercial purposes. This is not a concern since our project is not for profit and will not be further developed beyond the scope of this assessment.
We met the terms of the CC-BY licences by attributing the works to their authors in the above table.

Unimplemented Features

All of the key features we set out to add have been completed. We did list "Software Tests for everything" as an informal requirement, and this could be considered unimplemented since we do have that level of test coverage.