

Implementation

Group Name: Team 10

Group Number: Cohort 1 Group 10

Names:

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All the requested features by the client at this stage have been implemented including the buff event, debuff event and the hidden event.

Libraries used

LibGDX - A game engine in Java that allows games to run on Windows, MacOS, and mobile devices which is exactly what we needed. It is covered under the Apache 2.0 License

Tiled - Tiled is software that allows you to create maps to be loaded in by LibGDX. It is covered under Apache 2.0 License and GPL v2 License

Styloo Assets (<https://styloo.itch.io/2dclassroom>) - We used a classroom asset to create the university map that the client was after. This work is covered under the Creative Commons Zero license

Nectanebo (<https://nectanebo.itch.io/menu-buttons?download>) - Specific license not mentioned.

Kenney-Assets (<https://kenney-assets.itch.io/splat-pack?download>) - We used this for a mud effect in the game. This work is covered under the Creative Commons Zero license

Caz Creates Games (<https://caz-creates-games.itch.io/ducky-3>) - Specific license not mentioned.

Lumi Li (<https://lumi-li.itch.io/pixel-bakery-assets?download>) - Specific license not mentioned.

Zero Faction Games

(<https://zerofactiongames.com/2015/07/30/game-asset-2d-character-sprite-sheet/>) - Specific license not mentioned.

Apache 2.0 License

The Apache 2.0 license was suitable for us to use as it is a license that allows use to freely use, modify and distribute software for both commercial and non-commercial purposes. This works well for us as our client wants to sell the game in the future which is permitted under this license.

GPL v2 License

As we are not distributing Tiled itself, we are completely free to distribute the output of Tiled (in this case, the maps made using Tiled) even if the client charges for the game which works perfectly for the client as they would like to sell this game.

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