Engineering 1

Assessment 1

Cohort 3

Team 23

Seif Hussein

Joshua Mckean

Harry Draper

Sebastian Armstrong

Thomas Maalderink

Tikhon Likhachev

Assets & Licenses Used

https://reakain.itch.io/kitchen-assets
LICENSE: This asset pack can be used in both free and commercial projects. You can modify it to suit your own needs. Credit is not necessary, but very appreciated. You may not redistribute it or resell it.
https://limezu.itch.io/moderninteriors
License: Commercial/non-commercial use allowed, must credit artist's link
https://opengameart.org/content/64-16x16-food-sprites
License: Creative Commons Zero v1.0 Universal
https://opengameart.org/content/small-red-brick-wall-256px
License: CC Attribution 3.0 Unported (CC BY 3.0)
https://opengameart.org/content/white-stone-tile-floor-256px
License: CC Attribution 3.0 Unported (CC BY 3.0)
https://www.freepik.com/free-vector/restaurant-interior-cartoon-with-cafe-furniture-bottle-fridge-vector-illustration_33771571.htm
License: Free, attribution required
http://pixelartmaker.com/art/d46e893757704e4
License: Free

All the assets that we used are free for usage in personal projects and commercial projects, meaning our game project can use them without needing to pay any amount of money or permission, which made it more appealing to us to use, as it was preferable to waiting for a permission or having to pay a fee. Some of the assets we used had a license that allowed editing and modification for personal and commercial projects use which made us able to edit and resize it to make it perfect for our game. Overall, the licenses of the assets we used were suitable for use in our game project because they did not require any fee or permission, which made it easier to be used in implementing our game.

Game Engine

https://libGDX.com
License: Apache License 2.0

This license allows for distribution and both commercial and private use, so it is suitable for use in our project as it is free and does not require users to pay for the license or wait to have permission to use it. Also unlike many open source licenses, there is no obligation to contribute back to the project, so it made it easier for us to use the library without being concerned about any obligations to contribute to the project.