Implementation

Team 5:
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The license for our game

We have set the license for our game to be the Apache 2 license as this makes it easy to use assets and libraries that are compatible with GPL. It can be found on our Github page here, https://github.com/lsk-520/Team5-2/blob/main/LICENSE.

LibGDX

The licence for LibGDX can be found here, https://github.com/libgdx/libgdx/blob/master/LICENSE

This is an Apache 2 licence. This is suitable for our project as it is a GPL compatible licence and allows free use of the software. It is also suitable as we aren't modifying the library itself but instead using the software.

LWJGL (Used to launch LibGDX)

LWJGL is licensed under BSD-3. This licence is suitable for our project as it is an open source licence that allows commercial use and distribution of a copy of LWJGL in the source code for the game.

JUnit 5

JUnit 5 is licensed under the Eclipse Public License - v 2.0, https://github.com/junit-team/junit5/blob/main/LICENSE.md. As we are using this library for testing/development and not making any modifications to the library, it is compatible with our project.

Jacoco

Jacoco is also licensed under the Eclipse Public License - v 2.0, https://www.jacoco.org/jacoco/trunk/doc/license.html. As we are using this library for testing/development and not making any modifications to the library, it is compatible with our project.

Tile Assets

All tiles used in the game map were created from scratch by Team 9 according to their previous licensing, so there are no licensing concerns to consider that are relevant to the use within the project.

Building Assets

Some building assets are sourced from Magipik which has their own Simplicity Licence. This licence does not require attribution and allows commercial use if the asset is part of a larger project. This licence is therefore suitable for use in a small game like UniSim.

Some of the new buildings added for assessment 2 were created using Open AI's DALL-E AI. According to their web page the images that we have created we own and hence we will allow the image to be completely unlicensed and part of the public domain set of licences, https://help.openai.com/en/articles/6640875-how-should-i-credit-dall-e-in-my-work

We want to make it clear as per their guidelines that some assets were created using AI https://help.openai.com/en/articles/6640875-how-should-i-credit-dall-e-in-my-work

GUI Assets

Our GUI assets such as our trophy icon were also sourced from Magipik, whose license is discussed above in building assets.

Requirements

All requirements have been implemented