Declaration of Ownership

I , ***Lethiwe Mwendwa (N1103546***), hereby declare that I am the sole author of the associated report and software apart from the software declared below.

I am aware of the University’s rules on plagiarism and collusion and I understand that, if I am found to have broken these rules, it will be treated as Academic Misconduct and dealt with accordingly.

I understand that I must submit this coursework by the time and date published.   
I understand that it is entirely my responsibility to ensure that I submit my full and complete coursework and that any missing elements submitted after the deadline will be disregarded.

I understand that the above rules apply even in the eventuality of computer or other information technology failures.

**Software Used**

I have used the following from these sources:

In my project

I used the SDL2 Library to handle my graphics

<https://www.libsdl.org/>

In my project

I used the SDL2\_Mixer to handle my sound output

<https://www.libsdl.org/projects/SDL_mixer/release>

For checkmate.wav , die.wav , move.wav

I created the audio files by using the sfxr online tool

<https://sfxr.me>

For endGame.wav , ChessExpress.wav , Start.wav

I created the audio files by using the beepbox online tool

<https://www.beepbox.co>

For my console graphical fonts

I used the online tool patorjk to generate them

<https://patorjk.com>

For my “CHECK”, “CHECKMATE”, “BLACK” and “WHITE” graphics

I used “Super Mario Bros 2” Font by Patrick Adams

<https://www.dafont.com/super-mario-bros-2.font>

Chess Piece Designs

I used the SVG free use chess pieces from Wikimedia as a base

<https://commons.wikimedia.org/wiki/Category:SVG_chess_pieces>