<u>3rd party libraries and assets</u>

Assets - GalletCity - Public domain (creative commons license) - This license is very suitable for our project as it allows anyone to utilise the assets and the author gives up all the rights.

- The character sprite used is stated to be free to use in both free and commercial projects. https://runninblood.itch.io/16x16-top-down-character

- We also used a clock sprite to denote the positive and negative events as they impacted the time the player has remaining. This was also completely free to use. https://cocodog.itch.io/pixel-clock-2d

- Tiled, is a free open source software we used to create the tile map for our game. And it is stated there are no usage restrictions.

Libraries - the only libraries that are used aside from the standard java.utils are ones that come standard with libGDX, which has an Apache license. This license is suitable for our project because its permissive nature does not enforce any restrictions on the scope of our project – we can develop privately and publish our code without any extra considerations.

<u>Unimplemented features required for assessment 1</u>

- UR_SCORE – no scoring system was implemented