Implementation

Group 8: GeNext

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3rd Assets:

- https://kenney.nl/assets/isometric-buildings-1
- https://kenney.nl/assets/isometric-city
- https://kenney.nl/assets/cursor-pack

All of the visual assets from our game came from the same website. They all have a Creative Commons CC0 license, on the Creative Commons website it states "CC0 enables reusers to distribute, remix, adapt, and build upon the material in any medium or format, with no conditions.". This means we can legally use these assets in our game without any attribution. This license is good for our game because in the game we remix and adapt assets to better fit the game, and we are also distributing the game with the assets so it is important that the license gives us the right to distribute.

3rd Party Code Code:

- https://github.com/KdotJPG/OpenSimplex2

We use this code to generate random noise that we use to create our rivers. It has a Creative Commons CC0. On the Creative Commons website it states "CC0 enables reusers to distribute, remix, adapt, and build upon the material in any medium or format, with no conditions." This license is important because we are distributing this code with our game.

3rd Party Libraries And Assets

- https://libgdx.com
- https://www.mapeditor.org (Tiled)

We used libgdx to create our game. It is under Apache License 2.0. This license gives us the right to distribute games made with this framework, it allows us to modify the source code of the framework and also doesn't require attribution. We used Tiled to help us create maps. Tiled has a Gnu general public license, which means we are permitted to create assets for our game using it

There are no features that have not been implemented that were required for assessment 1.