

# **Implementation**

Team Name: Team IV

Cohort 1, Team 3

Ari Kikezos

Arya Enkhnasan

Ben Green

Calum Wright

Lilac Graham

Skylar Garrett

# Libraries

## LibGDX

LibGDX is a cross platform Java game development framework which provides rendering, input, audio and asset management [1].

## Licensing

LibGDX uses the Apache 2.0 license which allows distribution of derivative works, does not require that our project be open source and does not impose licensing restrictions on our project [2].

This is suitable for our project as it allows us to use and modify the LibGDX framework to build our game freely. As well as allowing us to be flexible with our own licensing and availability of our source code, whatever the customer / stakeholder may require.

## Assets

1. *music.mp3, drop.mp3, uiskin.atlas, uiskin.png, default.fnt, default.png* - Licensed under Apache 2.0
2. *notif.mp3, success.mp3* - Licensed under Pixabay Content License
3. All other assets are created by this team, specifically for this project.

Both the Apache 2.0 and Pixabay Content licenses allow use in any project, commercial or non-commercial, with or without modification, and without attribution or consent.

This makes them suitable for our project as they allow unrestricted use [2, 3], which ensures legality and enables adaptability.

## Unimplemented Features

### UR\_Settings

The only feature that has not been implemented is UR\_Settings which would allow the user to change certain aspects of the game (E.g. sounds, controls, UI elements, difficulty, etc). Implementing this feature would involve creating a new screen or menu, containing numerous interactive elements that must integrate with the wider game system.

Due to time constraints and the complexity of this feature, as well as it's listed priority as 'may', it is currently unimplemented in order to prioritise the development of more fundamental features.

# References

[1] LibGDX, "libgdx/README.md at master", Github.com. [Online]. Available: <https://github.com/libgdx/libgdx>. [Accessed: Oct. 30, 2025]

[2] Apache Software Foundation, "Apache License Version 2.0", Apache.org. [Online]. Available: <https://www.apache.org/licenses/LICENSE-2.0>. [Accessed: Oct. 30, 2025]

[3] Pixabay, "Pixabay Terms of Service", [pixabay.com](https://pixabay.com). [Online]. Available: <https://pixabay.com/service/terms/>. [Accessed: Nov 1, 2025]