

Implementation

Cohort 1, group 9:

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Third-Party Libraries and Assets

The project utilizes several third-party resources, including the libGDX game development framework and two external pixel-art asset packs from Itch.io. The libGDX framework is distributed under the Apache License 2.0, a permissive open-source license that allows modification, redistribution, and commercial use, provided that proper attribution and license notices are maintained [1]. This license is suitable for the project as it supports both open-source and commercial development without imposing restrictive copyleft requirements.

The project also incorporates visual assets from two creators on itch.io.: "Pixel Lands – Dungeons" pack by Trislin and "Pixel Quest" pack by Simflz. Both asset packs were utilised to create the visuals used for our project. Furthermore, both asset packs are released under royalty-free licenses, allowing for both personal and commercial use [2][3]. However, specifically for the "Pixel Quest" pack by Simflz, we had to acquire the paid version of the asset pack so we could use it in commercial projects [3]. This was essential as it aligns with the client's requirements for the game to be fully compliant with intellectual property laws in case they wanted to commercialise it at a later date. Both asset packs can also be used without the need to credit the original creator.

Overall, all third-party libraries and assets used in this project are distributed under permissive or attribution-based licenses, ensuring full compatibility with the project.

Missing Features

All features that were identified in our requirements were fulfilled in our project.

References

[1] Apache License, Version 2.0. Available at: <https://www.apache.org/licenses/LICENSE-2.0> (Accessed: November 2025).

[2] Trislin, Pixel Lands – Dungeons. Available at: <https://trislin.itch.io/pixel-lands-dungeons> (Accessed: November 2025).

[2] Simflz, Pixel Quest. Available at: <https://simflz.itch.io/pixel-quest> (Accessed: November 2025).