Implementation

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1.1 Executable Game File

The executable file for our game can be downloaded from our website, at:

https://publicmutiny.github.io/F1SH_takeover_Team21/

2.1 Assets and Licencing Information

Asset/Library	Licence and Discussion of Use
LibGDX	**Apache 2.0**: Open source, the licence is a free software allowing users to modify and distribute the software as long as there is a copy notice and copy of licence
Tiled	**BSD**: Open source, map editor for creating game maps. BSD licence is a free software licence and it allows for use and redistribution of software.
Modern Exteriors	Assets can be edited or used however it can't be edited or resold to others. Credit must be given (https://limezu.itch.io/).
Ducks on lake	**Creative Commons Zero v1.0 Universal licence:** Assets can be used in any project without the need for attribution.
DPComic Font (Deluxe Pixel)	**License.txt:** Free for personal and commercial use.
Music	**Envato elements licence Licensing terms:** Free for personal and commercial use.
Main Menu Skin	**CC 4.0** [1]**:** Free to share and adapt as long as credit is given.
Metal UI Skin	**CC 4.0** [1]**:** Free to share and adapt as long as credit is given.
Added for Assessment 2	
Duck Character	Free to use and adapt as long as credit is given: https://ceo-potato.itch.io/
Basketball	Non-Commercial Licence Requires Attribution: https://www.wannapik.com/vectors/14430
Activity Icons	**Flaticon licence:** Free for personal and commercial use with attribution

Team 21 used generative AI to create the interior of 3 of the three buildings (Langwith, Piazza and the CS lab) by providing the AI with examples of initial plans and designs made using tilesets for our exterior. They wanted the exterior design and interior to have the same feel and same design base which they struggled to find a specific tileset for (for interiors), hence the use of AI.

All other assets added in assessment 2 were created by team members, so do not require licensing information.

2.2 Incomplete Features in Assessment 2

These requirements are not fully implemented:

- UR_ANIMATIONS - the objects around the map are static.
- UR_READABILITY - we have not been able to have a colour-blind mode.
- UR_DAILY_DIFFICULTLY - the difficulty does not increase over the 7 days.

References:

[1]   Creative Commons, "Creative Commons — Attribution 4.0 International — CC BY 4.0,"
Creativecommons.org, 2016. https://creativecommons.org/licenses/by/4.0/