

UNIVERSITY OF YORK
DEPARTMENT OF COMPUTER SCIENCE

Implementation

Cohort 2 - Group 16 (Skloch)

Group Members:

Charlotte MacDonald
Hollie Shackley
Luis Benito
Kaustav Das
Sam Hartley
Owen Gilmore

Libraries and tools:

Game engine - [LibGDX](#) // Licence - [Apache-2.0](#) // Free for use in commercial and non-commercial projects, allowing us to create and redistribute to other groups.

UI compiler, atlas generator - [LibGDX Skin Composer](#) // Licence - [MIT Licence](#) // Assets generated are free from copyright.

Texture compiler - [LibGDX Texture Packer](#) // Licence - [Apache-2.0](#) // Software is free for use commercially and non-commercially and any assets generated are copyright free.

Map maker - [Tiled Map Editor](#) // Licence - [GNU General Public Licence V2.0+](#) // We have not modified the source code, therefore are free to use any maps generated in our project.

Assets:

Player and NPC Sprites - [Kenney's RPG Urban Kit](#) // License - [CC 1.0 Universal](#) // Suitable for commercial use, attribution not required but included nonetheless.

Buttons - [Cup Nooble's Sprout Lands Asset Pack](#) // License - N/A // Non-commercial use is permitted with given credit, however commercial use is not allowed.

Energy Bar - [BDragon1727's Basic Pixel Health Bar and Scroll Bar](#) // License - N/A // Credit must be given. Also if used non-commercially the assets are free, but if used commercially a contribution must be made.

Game Over Background - [Minetest Game](#) // License - [CC BY-SA 3.0](#) // Can be used for any project as long as credit is given.

Paper Texture and some Borders - [SrToasty UI Asset Pack](#) // License - [CC0 1.0 Universal](#) // Assets are public domain so can be used freely.

Title/Button Font - [pixelFJ8pt1 Font by MBommeli](#) // License - N/A // Sitewide licence applies which means free for commercial and personal use.

Other Fonts - [Minecraftia Font by Andrew Tyler](#) // License - N/A // Author allows free personal use of the font, however a commercial licence must be purchased to use the font commercially.

City & Characters - [Serene Village Revamped by LimeZu](#) // Licence - [CC BY 4.0 DEED](#) // Assets can be used personally or commercially as long as appropriate credit is given.

Town - [RPG Urban Kit by Kenney \(Assets\)](#) // Licence - [CC 1.0 Universal](#) // The tileset is part of the public domain so can be used however we see fit.

Grass Textures - [Hannah Caraka Cozy Island Tileset by Bagong Games](#) // Licence - N/A // Site details that the assets may be used both commercially and non-commercially.

Buildings - [City Pack by NYKNCK](#) // Licence - N/A // Must give credit if the assets are used commercially.

Cat - [2D Pixel Art Cat Sprites by Elthen](#) // Licence - [CC BY-NC 4.0 DEED](#) // Credit must be given and we may use the assets commercially with the supplemental permission that they are not used in relation to NFTs and related blockchain technology.

Ducks - [Animal Asset Pack by Deep Dive Game Studio](#) // Licence - N/A // No explicit licence but we may use the sprites freely in both commercial and non-commercial projects.

Music and Sounds:

Menu Music -

Overworld Music - [Fresh Apple by Lesfm](#) // Licence - [Pixabay Content Licence](#) // Free for personal and commercial use.

UI - [50 Menu Interface SFX by ColorAlpha](#) // Licence - N/A // Free for commercial and non-commercial use as long as credit is given.

We have met all assessment and client requirements in our implementation.

