

Implementation

Team 15

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b) There were a number of 3rd party libraries and assets used in our project, they all had a separate licensing agreement. Some licensing agreements were more suitable for our project than others, but all were acceptable.

- Java was the programming language that we used in our project, the language itself along with the OpenJDK are both governed under the GNU General Public License. This meant that we were able to code, using java without limitation.
- Gradle build tool is open source and is licensed under the Apache License 2.0. This meant that we were able to use Gradle without limitation also which made it a good fit for our needs.
- JSON had its own licence which detailed it is open source, it can be found here <https://www.json.org/license.html> . The freedom that it offered made it a perfect fit for its use in our project.
- IntelliJ Professional was used under a student licence, the ability to access a number of more advanced features that were a part of the Professional version of IntelliJ for free made a good choice for us.
- Pixeltiers asset pack, this was an asset pack that we purchased, we gained express permission from the owner of the asset pack to use it in our project (which mimicked the information on the webpage <https://pixeltier.itch.io/pixeltiers-food-rpg-icon-set>). The fact that we were able to use the assets for our project, made it an ideal choice over alternatives as there was no uncertainty over the legitimacy of its use.
- Git is licensed under the GNU General public licence which guaranteed our ability to share and use the software publicly, which made it a good choice.
- Greenfish is a free and open source software which made it possible to create assets, which we were able to share and use publicly. The freedom this offered made it a good choice for us.
- Aseprite is governed by a proprietary licence, but as we paid for the software we were able to create further assets with a lack of uncertainty over the legitimacy of their use.

References

JAVA:

<https://redresscompliance.com/oracle-java-licensing-changes-explained-free/#:~:text=technology%20price%20list>), Oracle%20Java%20Licensing%20change%20in%202021, license%20for%20internal%20commercial%20use.

Gradle:

<https://docs.gradle.org/current/userguide/licenses.html#:~:text=Gradle%20build%20tool%20source%20code,NonCommercial%2DShareAlike%204.0%20International%20License>.

JSON

<https://www.json.org/license.html>

IntelliJ

https://www.jetbrains.com/community/education/?_ga=2.88151769.379155845.1675209695-1148546289.1675209695#students

Pixeltiers asset pack

<https://pixeltier.itch.io/pixeltiers-food-rpg-icon-set>

Greenfish

<http://greenfishsoftware.org/gfie.php>

Aseprite

<https://www.aseprite.org/faq>

Git

<https://git-scm.com/about#:~:text=Open%20Source%20%E2%86%92-,Free%20and%20Open%20Source,free%20for%20all%20its%20users>.