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Licensing:

Library/Asset	Description	Liscence	Permission
LibDGX	The game engine used to render the game. While handling user input.	Apache License 2.0	<p>The Apache License 2.0 allows users to use, modify and distribute the software for any purpose including commercial projects. However, users must include a copy of the Apache 2.0 License and the original copyright notices. Users must also clearly state any changes made to the original software.</p> <p>This suits our project as we are able to build and distribute our project without any legal issues providing we include the apache license in the project.</p>
Tiled .tmx Editor	Tile editor software used to create the map.	GNU General Public License v2.0 (GPL-2.0)	<p>The GNU General Public License allows users to copy, distribute and modify software but all changes must also be released under the General Public License.</p> <p>Since we are not modifying or distributing the editor itself and instead only using it to develop our map the "copyleft" requirement does not affect our project.</p>
Modern Interiors Tileset	Map asset pack used to make walls, floor and decorations.	Custom Licence	<p>The developer's custom licence states that the assets are to be used and edited only in a non-commercial project.</p> <p>Since this project is only for our exam and non-commercial purposes this licence is fine for us to use. However, if we were to pursue this project in the future and turn it into a commercial game we would have to change this asset pack.</p>
RPG Tileset	Map asset pack used to design outdoor areas.	Custom Licence	<p>The developer's custom licence states that the asset can be used for commercial or personal use and can be edited freely. But can not be redistributed or resold.</p> <p>As this project still allows for non-commercial (as well as commercial) use it is suitable for our project.</p>