ENG1 - Assessment 2

Implementation

Impl2.pdf

Group 6

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Function & Owner	Licence	Suitability for Project
Game Engine libGDX	Apache-2.0 Licence	Suitable for both commercial and non-commercial projects without any licensing fees or restrictions.
LibGDXPlugin (for IntelliJ)	Apache-2.0 Licence	Suitable for both commercial and non-commercial projects without any licensing fees or restrictions.
Shape Drawer (for libGDX)	MIT Licence	Allows unrestricted use, suitable for use in the project.
H2 Database	Dual Licensed under MPL 2.0 and EPL 1.0	Suitable for use in project since no changes to source code made, which would require releasing under licences and disclosure.
JUnit5, JaCoCo	EPL 2.0	Suitable for use in the project under licence, since no changes to source code were made.
Mockito	MIT Licence	Allows unrestricted use, suitable for use in the project.
AssertJ	Apache-2.0 Licence	Suitable for both commercial and non-commercial projects without any licensing fees or restrictions.
Music "Envision" by Kevin MacLeod	CC BY 4.0	Allows for commercial and non-commercial use with proper attribution, aligning with project requirements.
Main Screen Assets Craftacular UI By Raymond Buckley	CC BY 4.0	Allows for commercial and non-commercial use with proper attribution, aligning with project requirements.
Map Design Assets Cozy Town by shubibubi	Custom - Complete Version Licence	Allows commercial and non-commercial use with modification rights, but prohibits redistribution or resale. Suitable for the project requirements.
Map Design Software Tiled	GPL-2.0	Tiled is allowed for free use when used to edit the map, only requiring licensing under the same licence under GPL-2.0 if modified. We used it as is.
Sprite Pack Design 16x16 RPG character sprite sheet by javikolog	CC BY-SA 3.0	Permits adaptation and commercial use with proper attribution and shares derivative works under the same licence, aligning with project requirements.
Font Pixelify Sans	SIL Open Font Licence, Version 1.1	Allows for free use, modification, and distribution, including commercial projects, suitable for incorporation into the game.

UR_AVATAR_SELECT was the only acquired requirement that was not implemented at the end of the project. It was however, lower priority and was an 'optional' feature that was obtained from the client rather than from the product brief in either assessment. The scoreboard feature lacks names associated with each score, only a list of scores attained which is a partial failure to the user requirement UR_SCOREBOARD.