Implementation

Group 4

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Assets:

- score.fnt/score.png - https://github.com/hollowbit/libgdx-2d-tutorial/tree/master/android/assets/fonts - Open source license bitmap font
- blackFnt.fnt/blackFnt.png - black font made from score font
- HEADER.png, HOW_BUTTON_ACTIVE.png, HOW_BUTTON_INACTIVE.png, MAIN_BUTTON_ACTIVE.png, MAIN_BUTTON_INACTIVE.png PLAY_BUTTON_ACTIVE.png, PLAY_BUTTON_INACTIVE.png, RETRY_BUTTON_ACTIVE.png, RETRY_BUTTON_INACTIVE.png, EXIT_BUTTON_ACTIVE.png, EXIT_BUTTON_INACTIVE.png, GAME_OVER.png - assets made from https://fontstruct.com/fontstructions/show/2135035/crang - Creative commons license
- PAUSE_BUTTON_ACTIVE.png - https://opengameart.org - open source license
- PAUSE_BUTTON_INACTIVE.png - https://opengameart.org - open source license
- RETURN_BUTTON_ACTIVE.png - Custom made from pause_button_active.png
- RETURN_BUTTON_INACTIVE.png - Custom made from pause_button_inactive.png
- TRASH_CAN_IDLE.png - https://opengameart.org - open source license
- TRASH_CAN_HOVER.png - https://opengameart.org - open source license
- BACKGROUND.jpg - https://opengameart.org - open source license
- BOTTOM_BAR.png - https://opengameart.org - open source license
- BUILDING1.png - DeviantArt - creative commons license
- BUILDING2.png - DeviantArt - creative commons license
- BUILDING3.png - DeviantArt - creative commons license
- BUILDING4.png - DeviantArt - creative commons license
- MAPV4.png, aaa.tsx, map.tmx - Custom Made with spritesheet from DeviantArt - creative commons license

Libraries:

- LibGDX - Open source license, provides tools for the creation of a game.

Software:

- Tiled - 3rd party open source software to create/edit 2d tilemaps for games.

Licenses:

- Open Source license - Allows for the product to be freely used, modified and shared. It can be used for commercial use. Perfect for this project as it gives us the flexibility to use the licensed product without copyright concerns.
- Creative commons license - Allows the product to be used, modified, and shared for non-commercial purposes. As discussed with the client, the game is intended for university use, so a commercial license isn't necessary.

TO-DO: Briefly discuss the suitability of these licenses for your project. State explicitly any of the features required for Assessment 1 that are not (fully) implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability.