

Implementation

Group 4

Isabella Miles

Maciek Racis

Sally Finnon

Sophia Eaves

Wrijurekh Mukherjee

Xavi Murtagh Molina

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](https://www.deviantart.com) - creative commons license
- BUILDING2.png - [DeviantArt](https://www.deviantart.com) - creative commons license
- BUILDING3.png - [DeviantArt](https://www.deviantart.com) - creative commons license
- BUILDING4.png - [DeviantArt](https://www.deviantart.com) - creative commons license
- MAPV4.png, aaa.tsx, map.tmx - Custom Made with spritesheet from [DeviantArt](https://www.deviantart.com) - 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.