

Implementation

Group 4

Isabella Miles

Maciek Racis

Sally Finnon

Sophia Eaves

Wrijurekh Mukherjee

Xavi Murtagh Molina

1 "libgdx/libgdx," October 17, 2024. <https://github.com/libgdx/libgdx>

2 Apache, "APACHE LICENSE, VERSION 2.0," Apache.org, 2019.
<https://www.apache.org/licenses/LICENSE-2.0>

3 "LWJGL/lwjgl3," November 5, 2024. <https://github.com/LWJGL/lwjgl3>

4 "The 3-Clause BSD License", Open Source Initiative, November 5, 2024.
<https://opensource.org/license/BSD-3-clause>

5 Magipik, "Magipik.com," Magipik, 2024. <https://magipik.com/license> (accessed Nov. 06, 2024).

6 "stablediffusionweb.com", <https://stablediffusionweb.com/license.html>, August 22, 2024

7 NewGrounds CC License, 2024, <https://creativecommons.org/licenses/by-nc-sa/3.0/>

8 "[freepik.com](https://www.freepik.com)", <https://www.freepik.com/legal/terms-of-use#nav-freepik-license>, January 2025

9 "artstation.com", <https://www.artstation.com/tos>, August 16, 2024

LibGDX 1

LibGDX is licensed under the Apache 2.0 Licence 2 . This licence is suitable for developing a game as it allows commercial use, meaning there would be no licensing concerns with marketing our game in future.

LWJGL 3 (Used to launch LibGDX)

LWJGL is licensed under BSD-3 4 . This licence is suitable for our project as it is an open source licence that allows commercial use and distribution of a copy of LWJGL in the source code for the game.

Tile Assets

All tiles used in the game map were created from scratch by Bertie, so there are no licensing concerns to consider that are relevant to their use within the project.

Building Assets

Some building assets are sourced from Magipik which has their own Simplicity Licence 5 . This licence does not require attribution and allows commercial use if the asset is part of a larger project. This licence is therefore suitable for use in a small game like UniSim. All new buildings are sourced from deviantart with an open source license 6. (<https://www.deviantart.com/>)

Music Assets

Ugly fuel off vocal - creative commons license (Attribution-NonCommercial-ShareAlike 3.0 Unported) 7 made by steampianist. (<https://www.newgrounds.com/audio/listen/781445>) Time leaper - creative commons license (Attribution-NonCommercial-ShareAlike 3.0 Unported) 7 by Hinkik. (<https://www.newgrounds.com/audio/listen/683996>) Attribution-NonCommercial-ShareAlike 3.0 Unported license requires credit to the author, link to the source and cannot be used for commercial purposes which is suitable for this project as it won't be made for commercial purposes.

UI Assets

Achievement screen background - AI generated image from [Stable Diffusion](#), CreativeML Open RAIL-M license 6, Game over screen background-AI generated image from [freepik](#), creative commons license 8, Game over screen, leaderboard screen, background, Settings screen - AI generated image from [freepik](#), [freepik](#), [freepik](#), creative commons license 8, Main menu screen background-AI generated image from [Artstation](#), open source license 9

Unimplemented Features

All of the required features from the product brief have been completed.

1 "libgdx/libgdx," October 17, 2024. <https://github.com/libgdx/libgdx>

2 Apache, "APACHE LICENSE, VERSION 2.0," Apache.org, 2019. <https://www.apache.org/licenses/LICENSE-2.0>

3 "LWJGL/lwjgl3," November 5, 2024. <https://github.com/LWJGL/lwjgl3>

4 "The 3-Clause BSD License", Open Source Initiative, November 5, 2024. <https://opensource.org/license/BSD-3-clause>

5 Magipik, "Magipik.com," Magipik, 2024. <https://magipik.com/license> (accessed Nov. 06, 2024).

6 "stablediffusionweb.com", <https://stablediffusionweb.com/license.html>, August 22, 2024

7 NewGrounds CC License, 2024, <https://creativecommons.org/licenses/by-nc-sa/3.0/>

8 "[freepik.com](https://www.freepik.com)", <https://www.freepik.com/legal/terms-of-use#nav-freepik-license>, January 2025

9 "artstation.com", <https://www.artstation.com/tos>, August 16, 2024