

Implementation

Cohort 3 Team 5 - alltheeb5t

Aaron Heald

Alex Gu

Arun Hill

Jade Stokes

Maksim Soshchin

Meg Tierney

Will Hall

Libraries and Assets

Libraries

The project was implemented using both the libGDX framework and GSON library.

Both of these libraries are available under the Apache License 2.0 [1], which is suitable for the project as it is a permissive licence. This means that the license permits the modification, distribution and use of the software (provided that a copy of “all copyright, patent, trademark and attribution notices” [1, p.1] are included in the software source code), therefore enabling us to use libGDX and GSON to create the project and distribute the game and its source code to stakeholders.

libGDX is also under the Creative Commons Public License [2], which also permits the reproduction, adaptation and distribution of the software, making the license suitable for use in this project.

Assets

The only third party asset used in this project is the Glassy UI [3] (used for button assets), which is available under the Creative Commons BY 4.0 License [4]. This is suitable for use in this project as the license allows the copying, distribution and transformation of the assets for any purpose - provided that the UI's creator is credited (Raymond “Raeleus” Buckley).

Permission has been granted for use of the assets created by the previous group working on this project (Team 2 Cohort 3), and any other assets used in this project have been created by us using MS Paint and Gimp, so can be used flexibly as they have no licenses associated with them.

Completion of Implementation

All of the required features listed in the assessment two product brief have been fully implemented (and the corresponding requirements met).

References

- [1] "Apache License Version 2.0," apache.org, Jan. 2004.
<https://www.apache.org/licenses/LICENSE-2.0.txt> (accessed Dec. 10, 2024).
- [2] "libgdx/CC-LICENSE at master · libgdx/libgdx," Github, Jul. 06, 2013.
<https://github.com/libgdx/libgdx/commits/master/CC-LICENSE> (accessed Dec. 10, 2024).
- [3] R. "Raeleus" Buckley, "Glassy UI," *Github*. czyzby, Jul. 15, 2016. [Online].
Available: <https://github.com/czyzby/gdx-skins/tree/master/glassy>
- [4] "Legal Code - Attribution 4.0 International - Creative Commons," *Creative Commons Corporation*. <https://creativecommons.org/licenses/by/4.0/legalcode.en>
(accessed Dec. 10, 2024).