Implementation

Group Number: 10

Team Name: Decassociation

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In our project we have used a series of assets to develop the graphics for the game, and have used a single third party library for developing the game.

We used the libGDX 3rd party game engine and API to develop our game, which meant using the com.badlogic.gdx 3rd party library. libGDX is licensed under the Apache License 2.0 which permits commercial use and private use (among others), allowing us to freely use libGDX's com.badlogic.gdx library for our small-scale project which may be used by us and possibly for open days and UCAS days at the university, as these are covered under private use as the game is not being sold/distributed commercially.

List of Assets Used:
- To create the tilemap a series of tileset assets were used:
    - A prop tileset which can be found at: https://opengameart.org/node/4531 which is under the CC0 1.0 Universal (CC0 1.0) Public Domain Dedication licence which means it has no copyright licence, allowing free use, modification, and distribution even commercially. The author of the asset is Jetrel at https://opengameart.org/users/jetrel.
    - A modern interiors tileset which can be found at: https://limezu.itch.io/moderninteriors which is licenced for use in non-commercial projects (the sprites can be edited but no character sprites were used from here). This asset was created by LimeZu on Itch.io (https://itch.io/profile/limezu).
    - A kitchen tileset which can be found at: https://limezu.itch.io/kitchen?download which is licenced under the Attribution 4.0 International (CC BY 4.0) licence, allowing us to copy and redistribute the material in any medium or format, and remix, transform, and build upon the material for any purpose, even commercially (the licence can be found at: https://creativecommons.org/licenses/by/4.0/). This asset was created by LimeZu on Itch.io (https://itch.io/profile/limezu).
- We used chef sprites made by Umz on Open Game Art (https://opengameart.org/users/umz), which can be found at: https://opengameart.org/content/chef-animated-classic-hero-edit. This asset is licenced under the CC0 1.0 Universal (CC0 1.0) Public Domain Dedication licence so there is no copyright attached to it.

All of the licences for the assets used are appropriate for our project because no modifications have been made to the assets that have actually been used within our game, and our game is not being used commercially.

Requirements Not Fully Implemented:

- UR_COLOUR_BLIND
- NFR_COLOUR_BLIND

These requirements were not explicitly stated in the Piazza Panic brief but we thought colour blind considerations would be good to have. However, as the project developed, they became a secondary focus as effort was needed for the key requirements from the brief.