Implementation

Cohort 3 - Group 10

Backlogged

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We used the following third-party assets and libraries:
- **LibGDX** - Apache Licence 2.0 [1]
- **Game Over** sound effect - CC-BY 3.0 [2]
- **Roguelike Modern City** tileset - CC0 [3]
- **VCR OSD Mono** font - Public domain (unlicensed) [4]
- **Gradle** - Apache Licence 2.0

All of these licences permit us to use these assets in our project. CC BY 3.0 also requires us to acknowledge the original source and authorship of these assets, which we did in the Credits section of the README file in our GitHub repository.

For our own project, we felt that the MIT[5] licence was the most appropriate. It allows others to use our code, modify it and contribute to it without restrictions. All of the third party assets listed above can be used in a project licensed under the MIT licence.

An alternative choice we could have made is the Apache licence or other, more restrictive, open source licences. We chose the MIT licence over them because it's shorter, easier to understand and puts less restrictions on future users. We decided against using the Creative Commons licences as these do not contain specific provisions about the distribution of source code and their authors recommend not to use them for software development.

In our game we have implemented all features that were required for Assessment 1. We didn't implement the following user requirements we previously elicited because these covered the Assessment 2:

- UR_LOCATIONS_MOVE - The user should be able to move buildings once they've been placed.
- UR_LOCATIONS_UPGRADE - Buildings may be able to be upgraded to allow additional features or capacity.
- UR_TOOLTIPS - The game may have tutorial style messages when users interact with elements for the first time

These requirements will be fulfilled in due course during our work on Assessment 2.

References

[1] *"Apache License, Version 2.0"*, opensource.org, https://opensource.org/license/apache-2-0 (accessed 10th November 2024)

[2] "CC BY 3.0", creativecommons.org, https://creativecommons.org/licenses/by/3.0/deed.en (accessed 10th November 2024)

[3] *"CC0"*, creativecommons.org, https://creativecommons.org/public-domain/cc0/ (accessed 9th November 2024)

[4] "VCR OSD Mono", dafont.com, https://www.dafont.com/vcr-osd-mono.font (accessed 10th November 2024)

[5] *"The MIT License"*, opensource.org, https://opensource.org/license/mit (accessed 10th November 2024)