Implementation

Group 3
Assessment 1

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Java

Java and its libraries can be used for any project under [Oracle NFTC](). This grants permission for creation and distribution of derivative works. Java is also open-source allowing for modification of the source code should we wish to - although this will likely be unnecessary for our purposes.

Libraries

Our chosen game development framework, libGDX, is open-source and made available through the [Apache licence]() (Version 2.0). As a derivative work, our game would also be required to be licensed under for the purposes of distribution - although the licence will have little impact regarding the use listed on the brief. It also bears mentioning that ownership of the copyright for the product remains with us.

Background Music/Sound effects

All audio assets for our game were sourced from <https://freesound.org/> and thus are licenced through the creative commons [cc0 licence]() (version 1.0). This licence is compatible with our Apache licence and has no effect on the licence our work would need to be distributed with. The only consequence of note for this licence is that we cannot missatribute the authorship of the work, something to bear in mind where we add credits to our game.

Background Images

The image used for the background of the start menu and the leaderboard were sourced via the cc0 image repository at <https://www.flickr.com/>. All conditions and impacts are as above.

Visual art/user interface assets

All of these assets were created custom for our game. Many parts were created internally, for outsourced art ownership and copyright was granted to us by the artist allowing for use without the constraint of a licence.