

Implementation

ENG1 Team 9

Jacob Dicken

Bertie Cartwright

William Croft

James Dovener

Henry Chan

LibGDX¹

LibGDX is licensed under the Apache 2.0 Licence². 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.

LWJGL³ (Used to launch LibGDX)

LWJGL is licensed under BSD-3⁴. 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 Licence⁵. 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.

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).