

# Implementation

Group Number: Cohort 1, Group 11

Group Name: Y111 Studios

## Group Members:

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This document lists the third-party libraries and assets that we have used in our game implementation, and the licences under which they are made available.

## **Third-party Libraries**

- **JUnit v5.11.2**

**Licence** - <https://www.eclipse.org/legal/epl/epl-v20.html>

JUnit is a testing framework that helps the developers write and run tests to ensure that the code is working properly.

- **Lombok v1.18.34**

**Licence** - <https://projectlombok.org/LICENSE>

Lombok is a Java library that automates logging variables and generating getters, setters and constructors during compile time which reduces development time by maintaining a clean and concise code base.

- **LibGDX v1.12.1**

**Licence** - Apache v2.0: <https://www.apache.org/licenses/LICENSE-2.0.txt>

LibGDX is a Java library that used for building cross-platform 2D and 3D games

- **Maven**

**Licence** - Apache v2.0: <https://www.apache.org/licenses/LICENSE-2.0.txt>

Maven is a project management tool that simplifies managing dependencies, running tests and packaging application

## **Assets**

- **Icograms**

**Licence** - <https://education.icograms.com/license-agreement-basic>

Icograms is a map builder and vector graphics library that provides the assets for both the map and buildings. The basic licence is suitable for the project under the condition that credit is given, as it is right here.

- **Carbon Icons**

**Licence** - <https://choosealicense.com/licenses/apache-2.0/>

Carbon Icons is an icon set, designed by [IBM](#) and [Carbon Design System](#), that has been open sourced with the licence: Apache License 2.0. This set provides one of the icons for our interface.

At the end of our development process for Assessment 1, we have implemented all of the features that were required for this assessment, meeting all the requirements that we gathered at the beginning of the project.