

**Implementation**

**Cohort 2 Team 1**

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### **3rd-party Libraries and Assets**

Type	Name + Link	License	Suitability
Library	<a href="#">LibGDX</a>	Apache 2	Free license that allows for commercial and non-commercial use, so we are able to use it for the project. We are allowed to modify and distribute the software, allowing us to make changes to suit our game better.
Asset	<a href="#">Free CC0 Top Down Tileset Template Pixel Art</a>	Creative Commons Zero (CC0)	The license places the content within the public domain, with no restrictions on use, modification or redistribution. This means that we can freely use the asset pack for the project with no restrictions for our game.
Asset	<a href="#">Pixilart</a>	Pixilart Terms of Use	We used Pixilart to create, modify and export assets following Pixilart's Terms of Use. This means it avoids compatibility issues with the LibGDX Apache-2 licence. The style also supports UR_THEME because it lets us produce characters and items which fit the visual requirements for the project.
Library	<a href="#">Jekyll</a>	The MIT License	Jekyll was used to create the website from markdown files, and allowed the use of shortcodes and template HTML files to reduce the work in creating a static website. MIT allowed for our website's source code to also be freely available on Github.

### **Incomplete Features**

1. UR\_SOUNDS: The game has no sound effects or music because FR\_MUTE and FR\_BGMUSIC are not implemented. This also means players can't use mute controls or volume controls in a settings menu.