

## 6. Implementation

### Part b)

The game engine the application uses is LibGDX which is available under Apache 2. It is a permissive licence so it can be used as long as the licence is included.

The level editor used for the application is Tiled which is also available under Apache 2.0, GPL 2.0, BSD 2 clause and BSD 3 clause licence. GPL2.0 allows us to publish our software so long as the source code is freely available to our program's users. BSD 2 allows us to distribute the software if the licence is included. BSD3 is included to stop author names from being used to support products that are linked to software.

The assets used throughout were mainly from Kenney Game Assets and Fonts which is available under CC0. This means the original creator has waived any copyright therefore, any of the work is free to be copied and distributed. Glitch was used for food assets and is also available under CC0. A small number of assets were designed internally.

The Montserrat font seen throughout this game is free to use under the terms of SIL Open Font Licence (OFL). This is a free, open source licence but has to be included with the game.

All of the licences were included in our GitHub repository.

The features we could not implement were the physical acts of customers coming/leaving the store, concurrent orders and being able to buy stations.