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#	パッケージ名	ライセンス	Webサイト
1	apple-signin-unity	MIT	https://github.com/lupidan/apple-signin-unity
2	CsvHelper	MS-PL or Apache 2.0	https://www.nuget.org/packages/CsvHelper/
3	DOTween	Standard Unity Asset Store EULA	https://assetstore.unity.com/packages/tools/animation/dotween-hotween-v2-27676
4	FontAwesome.5.15.4	Font Awesome Free License CC BY 4.0, MIT, SIL OFL 1.1	https://fontawesome.com
5	Graph And Chart	Standard Unity Asset Store EULA	https://assetstore.unity.com/packages/tools/gui/graph-and-chart-78488
6	In-game Debug Console	Standard Unity Asset Store EULA	https://assetstore.unity.com/packages/tools/gui/in-game-debug-console-68068
7	MiniJSON	MIT	https://github.com/Unity-Technologies/UnityCsReference/blob/master/External/JsonParsers/MiniJson/MiniJSON.cs
8	Mono.Data.Sqlite	MIT, BSD-3-Clause	https://github.com/mono/mono/tree/main/mcs/class/Mono.Data.Sqlite
9	Sqlite3	Public Domain	https://www.sqlite.org/index.html
10	UniRx	MIT	https://assetstore.unity.com/packages/tools/integration/unirx-reactive-extensions-for-unity-17276
11	Unity	商用ライセンス	https://unity.com/ja

1.1. apple-signin-unity

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1.6. In-game Debug Console

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1.7. MiniJSON

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Copyright (c) 2013 Calvin Rien

Based on the JSON parser by Patrick van Bergen

<http://techblog.procurios.nl/k/618/news/view/14605/14863/How-do-I-write-my-own-parser-for-JSON.html>

Simplified it so that it doesn't throw exceptions and can be used in Unity iPhone with maximum code stripping.

1.7.2. ライセンス表記

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1.8. Mono.Data.Sqlite

1.8.1. 著作権表記

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