Implementation

Group 26

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Third-party Licences

Library / Assets	Licence	Permissions	Limitations
box2d	MIT License	Commercial Use, Modification, Distribution, Private Use	No Liability, No Warranty
box2dlights, ashley, gdx-ai, libgdx, SequenceDiagram IntelliJ Plugin	Apache License 2.0	Commercial Use, Modification, Distribution, Patent Use, Private Use	No Trademark Use No Liability, No Warranty
Asset Pack (kitchen sprites), Craftacular scene2d skin	CC BY 4.0	Commercial Use, Modification, Distribution, Patent Use, Private Use	No Warranty, No Liability Must provide accreditation (Must indicate if changes have been made including translation)

The third party libraries used are box2d, box2dlights, ashley, gdx-ai and libgdx. Since all these libraries and assets are freely modifiable and distributable they are suitable for this project. All libraries released under the Apache 2.0 License require us to provide a copy of the Licence with the codebase, as well as made available to users. To comply, we have added a copy of the licence as well as attribution notice on the website. To comply with CC BY 4.0, we also provide attribution on the website, therefore any user who wishes to play the game will see the attribution.

Incomplete Requirements

Though care was taken to meet the product brief and requirements that were given at the start of development, there were still some changes due to decisions we made as we continued throughout the games development and design:

- NFR_CONTRAST is not always met, as in the instance of toasting a bun, the visual cue between toasting and toasted is minimal, and the user has to pay close attention to be able to tell it has finished. This is met in every other case, for example when vegetables and meat are ready to be cut or shaped they flash, and visually change when completed.

- FR_COUNTER is not met. It still remains possible to deliver orders to customers, but the way it was implemented means instead of doing it on a counter we instead hand it directly to the customer, who is an entity next to the kitchen. We still considered this suitable as the customers were implemented as interactable entities to which orders could be delivered directly, rather than onto a counter, which we felt added more to the feeling of completing an order.

- FR_TIMING is not always met as the game time varies drastically depending on the experience of a user. An experienced player can finish the game in less than 3 minutes, however a player with no prior exposure to a similar game can take up to 10 minutes which was established from our limited playtesting. Artificially delaying the game (such as by extending the time taken to prepare an item or the customer spawn timer) to ensure the game takes around 5 minutes would likely degrade the experience for many users, whereas artificially reducing the game's time would make it more difficult for new users.