

## **Implementation Report**

Group 28

Piazza Panic  
By OuseWorks

Ben Harris  
Joshua Gill  
Niamh Hanratty  
Amy Raymond  
Matthew Czyzewski  
Matt Rohatynskyj

### 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	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)
thanks.ogg	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)
Bgm.mp3, sigh.ogg, sizzle.ogg, tap.ogg, ding.ogg, Minecraft Font	Public domain	Any	None
chop.ogg	CC 0	Any	None

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.

### 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:

- FR\_PREP\_FAIL was not fully implemented, the player must be careful not to leave the food without completing the preparation/cooking steps as they will not automatically be ready to serve without user input. If left too long, the player will run out of reputation points and fail the game. Therefore food does not become inedible in the game, rather the game ends.