

Implementation
Eng1 Group 29

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3rd-Party Libraries or Assets

The only third party library used was libGDX, this is a Java game development framework that we used to produce Piazza Panic. LibGDX is licensed under the Apache 2 Licence, this means that we can use it free of charge in both commercial and non-commercial projects.

For our project this is appropriate as we are using it in a non-commercial project, where ideally we don't want to be paying for a framework to develop the game.

The vast majority of the assets used were created by us, meaning that we don't require a licence for use. However, some assets used were found on Google that were completely free to use for non-commercial purposes, allowing us to use them in Piazza Panic.

Features not Fully Implemented

Design Requirements

UR_CONTROL

This requirement states that controls should follow standard conventions or be explained and easy to use. As stated in FR_Ingredient_Stations, various keys need to be pressed in order to get the different ingredients out of the fridge. The keys that need to be pressed aren't explained, but once the player learns from trial error they should be able to work this out. In our implementation the key L gets lettuce from the fridge, T gets tomatoes, etc.

Whilst this may not meet the requirements, movement controls and switching chefs do.

Traditionally in games the keys WASD are used to move the character around the screen, which has been implemented in our game. Additionally the chef switching tools use the numbers 1 and 2 to switch between chef 1 and chef 2, which follows standard conventions.

Functional System Requirements

FR_Ingredient_Stations (Design Requirements: UR_DISHES, and UR_COOK)

This requirement should allow ingredients to be fetched from ingredient stations. Whilst ingredients can be collected from a fridge, there isn't a different station to get each ingredient, for example, a lettuce cupboard, or a burger mince fridge. The different ingredients can instead be obtained by pressing different keys in front of the fridge.

FR_ANIMATIONS (Design Requirement: UR_PLAYABILITY)

This requirement states that there should be animations in the game. Within our game we are yet to implement some animations. The chef can be moved around the screen however it isn't very realistic as it appears that they float, by switching between different images of the chefs with their legs in different positions we would be able to meet part of this requirement. When ingredients are used on the cooking stations for example the chopping board, there is no cutting animation, for example when lettuce is placed on the chopping board it appears whole and once it is cut it appears cut up, there is no intermediate stage. However, when a patty is placed on the grill it appears to light up and after a period of time this meat appears cooked and the grill turns off.

FR_MUSIC (Design Requirement: UR_CONVENTIONS)

This states there should be background music in the game. In our game we have no sound effects yet, this could be added relatively easily. Although this doesn't follow standard conventions it is not a major aspect of the game.

Non-Functional Requirements

All of the Non-Functional Requirements were implemented fully.