Implementation Part B

"Lucky" Team 13

Team 13

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[LibGDX](#) (section 2.)
[Tiled Map Editor](#) (free software)

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We determined that these 3rd party softwares/libraries are suitable for our project as LibGDX is an open source game-development framework for Java, our language and the Tiled Map editor allowed easy and consistent development of the map/world as well as interacting very nicely with LibGDX.

Unmet requirements for Assessment 1

We achieved all of the main requirements and some additional requirements/functionalities. However there were a few requirements that we were unable to meet, for example:

It's worth noting that we are implementing the requirement of UR_CHEF via a visible blue "C" on the chef, rather than a different hat shape.

We also haven't implemented a demonstration of the game in order to instruct the player, FR_DEMO and therefore UR_INACTIVITY however, instead, we decided to add a controls screen at the beginning of the game and can be accessed by the TAB key at any time. This achieves the same thing.

We have not implemented the UR_LOSS and therefore the FR_RP_LOSS_INFORM_USER requirement. This is because at the time of writing, our team had considered it a requirement to be able to lose the game however, this is not actually a requirement in the brief, therefore we decided not to include it.