

Impl2

“Lucky” Team 13

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[LibGDX](#) (section 2.)

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Our project does not use any third party assets since we have chosen to create our own.

We determined that these 3rd party softwares/libraries and their licences are suitable for our project as libGDX is an open source game-development framework for Java, our language and its licence allows us to create and distribute a game made in libGDX freely which is the aim of this project.

Unmet requirements for Assessment 2

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:

We haven't necessarily implemented clean graphics, where the chef does not itself represent a chef but a circle, which limits user interaction and concentration. This violation directly affects the User requirement UR_UX. Also affecting UR_UX is the fact that the user is unable to fullscreen the game in any menus. Otherwise when the game loads it will not fit the picture. This fault was inherited from the previous team. To make the game run properly when each screen change occurs the screen must be on the default resolution before the change. In order to combat this the first menu screen alerts the user to this and asks them to only full screen the game once playing.

We also haven't precisely implemented the FR_ALERT requirement. There is no notification to let the user know that a life has been lost or coins being added or even the player changing chefs. However, there are counters for both coins and lives so the user can see how many lives and coins they have.