

Implementation

Team 16

CatepillaDevelopment

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a)

Our implemented code and JAR file can be found in the folder.

b)

In our implementation, we used libGDX as our only 3rd-party library, and all of our assets used in our game were drawn by our team. LibGDX is licensed under Apache 2.0, making it a free, open source and public domain library which is suitable for us as it allows us to publish our product, even giving us the option to make it a commercial product, which is much more freedom than is needed for our project. The sprites used in our game were drawn by us, therefore are not under any licence.

For the required features that are not fully implemented:

| | | |
|------------|---|--------|
| UR_COOKING | Cooking should be done with a timer at the stations | Should |
|------------|---|--------|

This has been implemented partially, where a chef can prepare the ingredients such as chopping onions, but there is no timer when interacting with the stations, and you can not prepare any of the main recipes like pizza.

| | | |
|----------------------|--------------------------------------|--------|
| UR_DIFFICULTY_SLIDER | Should be a way to choose difficulty | Should |
|----------------------|--------------------------------------|--------|

Difficulty slider not implemented fully.

| | | |
|--------------|--|--------|
| UR_GAME_TIME | Games should be fairly quick (no more than 6 - 8 minutes). | Should |
|--------------|--|--------|

Games are fairly quick, but there is no game end, so technically each game would last forever.

| | | |
|--------------|-------------------------------------|-----|
| LIMITED_TIME | A level may be limited by the timer | May |
|--------------|-------------------------------------|-----|

Timer not implemented into the levels.

Most of these features were not fully implemented due to time constraints.