

Implementation

Group 21
Generic Games

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Third Party Libraries and Assets

LIBRARY/ASSET	LICENSE	USE
Kitchen Assets	Creative Commons	GUI kitchen assets
Animated Mini Characters		Customer characters
Modern Interiors	Custom License “ FREE VERSION LICENSE: CAN: YOU CAN USE THE ASSET IN NON COMMERCIAL PROJECTS YOU CAN EDIT THE SPRITES AND USE THEM IN NON COMMERCIAL PROJECTS CAN'T: YOU CAN'T USE THE ASSET IN COMMERCIAL PROJECTS YOU CAN'T EDIT THE SPRITES AND USE THEM IN COMMERCIAL PROJECTS YOU CAN'T EDIT AND RESELL THE SPRITES”	Cook characters
Game GUI Free	https://www.gamedevmarket.net/terms-conditions#acceptable-use-policy	Main menu buttons
Odin Rounded	Free/No-license	Font for the game
Game music	Ridley Coyte	Music for the game

Suitability for this project: these licences are appropriate for our project as it is educational and non-commercial.

Requirements Not Implemented

Functional requirements 3.9A and 3.10A were not implemented exactly as written, this was due to poor wording on our part as we decided early in the project to have each cook work on individual orders, so where the requirement mentions the User's stack that should instead reference the cooks' stacks.