

Implementation

Group 21  
Generic Games

[Josh Thomas](#)

[Andrew Palombo](#)

[Oscar Gunn](#)

[Scarlet Desorgher](#)

[Immanuel Ghaly](#)

[Madeleine Nielsen](#)

## Third Party Libraries and Assets

LIBRARY/ASSET	LICENSE	USE
<a href="#">Kitchen Assets</a>	Creative Commons	GUI kitchen assets
<a href="#">Animated Mini Characters</a>	This asset pack can be used in both free and commercial projects. You can modify it to suit your own needs. You may not redistribute it or resell it.	Customer characters
<a href="#">Modern Interiors</a>	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
<a href="#">Game GUI Free</a>	<a href="https://www.gamedevmarket.net/terms-conditions#acceptable-use-policy">https://www.gamedevmarket.net/terms-conditions#acceptable-use-policy</a>	Main menu buttons
<a href="#">Odin Rounded</a>	Free/No-license	Font for the game
Game music	<a href="#">Ridley Coyte</a>	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.