

Implementation

Group 17

Team Loading

**Joel Warren
Charlie Wilson
Jake Keast
Hari Bhandari
Ishrit Thakur
Joshua Hills**

Implementation report

3rd party libraries/assets used

Library/Asset	Licence	Use
Kitchen Assets	Creative Commons	GUI kitchen assets
Animated Mini Characters	This asset pack can be used in both free/commercial projects. You can modify it to suit your own needs. You may not redistribute it or resell it.	Customer characters
Modern Interiors	Custom licence, "Free version licence, can: you can use the asset in non commercial projects, you can edit the sprites and use them in non commercial projects. Can't: use the asset 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-licence	Font for the game
Game music	Ridley Coyte	Music for the game
https://opengameart.org/content/potato-big	CC0 - No copyright	Image for potato
https://www.flaticon.com/free-icon/running-man_5073994	Free for personal and commercial use with attribution.	Icon for speed powerup
https://www.flaticon.com/free-icon/chef-hat_411018	Free for personal and commercial use with attribution.	Chef hat

Suitability of these licences

These licences make the 3rd-party libraries and assets suitable for the project by being legal for the manner in which they were used. The game is not commercial. The rest of the licences allowed for fair use, and where needed attribution was given in the licence file in the repository. Licences for the kitchen assets also allowed for editing, allowing us to use them for assessment 2 such as making burnt copies of them.

Requirements not implemented

- UR_MOVEMENT_WASD - Decision made to stick with set chef routes using mouse clicks for simplicity and constraints of a small kitchen space.