

### **2.3 Implementation.**

Group Number: **Team 20**

Group Name: **Gourdo Ramsay**

Group Members:

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### **3rd Party Libraries and Assets List**

**Libgdx** - this is a free, open source game development application framework. The application is available for use under the Apache Licence 2.0 which specifies that it is a permissive free software licence, which gives the capability to change and modify the Gradle project as required to create the game code.

**Glassy UI skin** - a user interface and button skin for LibGDX that allows the ability to create menu buttons for the UI. It is covered under the CC BY licence. Therefore this results in the permissions to share, copy and redistribute the material in any medium or format and adapt, remix, transform and build upon material for any purpose. This gives us explicit permission to integrate and adapt the asset to suit our game. Source:

<https://ray3k.wordpress.com/artwork/glassy-ui-skin-for-libgdx/>

**Tiled Map Editor** - A free software that allows development in an efficient and consistent manner. This results in the map and world to interact smoothly with libGDX and it is covered by "GNU General Public License", which specifies the permissions to copy and distribute the copies but not make changes, resulting in our ability to use this for creating maps and distributing them within the game for free. Source:

<https://github.com/mapeditor/tiled/blob/master/LICENSE.GPL>

All assets are generated by ourselves or the previous developers (Lucky Team 13 -

<https://team13eng1.github.io/>)

### **Not Implemented Features**

See Requirements document for ID indexing.

- UR\_LEADERBOARD - The player cannot save their score into a leaderboard.
- UR\_CUSTOMER\_ARRIVAL - Customers do not arrive in groups of two or three.

Additional Notes:

- UR\_DIFFICULTY - This is fully implemented, however due to a graphical bug, it appears not to change in the menu. This is not the case and it does change and directly affect the difficulty of the game.