

UNIVERSITY OF YORK
DEPARTMENT OF COMPUTER SCIENCE

ENG1

Group 8

Report -

6. Implementation

Group Members:

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6. Implementation [25 marks]:

a) Provide documented code for a working implementation of the part of the game that meets the remit, requirements and architecture for Assessment 1. The code and an executable JAR of the game, that includes all external dependencies, must be included in the zipfile. (20 marks)

b) List any 3rd-party libraries or assets you may have used in your implementation and the licenses under which they are made available. Briefly discuss the suitability of these licenses for your project. State explicitly any of the features required for Assessment 1 that are not (fully) implemented, using your requirements referencing for identification, and consistent naming of constructs to provide traceability. (5 marks, ≤ 1 pages)

Assets used:

- [Free Pixel Art Button Pack](#) - pixel buttons - [CC BY-SA 4.0](#) - by ok_lavender on itch.io
- [Modern Interiors](#) - walls and counters - [CC BY-SA 4.0](#) - by Limezu on itch.io
- [Food and little bit of kitchenware](#) - food icons - [CC BY-SA 4.0](#) - by Poloviiinkin on itch.io

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We have implemented all of the requirements.