

UNIVERSITY OF YORK
DEPARTMENT OF COMPUTER SCIENCE

ENG 1

GROUP 9 - Kitchen Tossups

Report - Implementation

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PART A

See attached code and executable.

PART B

The framework of the game we received was formed upon the LibGDX framework. This is licensed under the Apache licence 2.0, which provides the necessary permissions to modify and distribute as well as commercial and private use, all upon the condition that the licence and copyright notice is preserved. Gradle, included in the LibGDX library, also comes under the Apache 2.0 licence.

Some of the food sprites were created by ourselves, however some came from the IPC Meals sprite map, which is licensed under the CC-BY-SA 3.0 / GPL 3.0 licence, which gives the same permissions as the Apache licence. Then some more came from Food and a little bit of kitchenware - food icons, which is covered by CC BY-SA 4.0. Also covered by this licence are some buttons, used from the Free Pixel Art Buttons pack and the Modern Interiors pack which was used for the walls and floor.

Our base package falls under the Freeware licence, meaning that our software can be modified, copied, and used for non-commercial purposes.

Requirements not fully implemented:

- Game saves however does not load the file (UR_SAVE_GAME).