

ENG1 Group 9

Implementation

Cameron Fox

Liam Burnand

Jack Cameron

Eoin O'Connor

Adam Penny

Ben Brown

PART A

See attached code and executable.

PART B

We used libgdx as the framework for our game. Libgdx is licensed under the Apache License 2.0, providing permission for modification, distribution and commercial as well as private use, on the condition that we preserve its licence and copyright notice, terms which we felt were suitable for use in this project.

Some of the food sprites used were taken from the IPC Meals sprite map, which is available under the CC-BY-SA 3.0 / GPL 3.0 licence. Again, this gave us the right to modify and distribute the material including for commercial purposes, provided we give attribution and distribute any derivative works under the same licence, which we considered appropriate for use in the project. (Other sprites including food items, work stations and characters were designed in-house by members of the team.)

Customer sprites are taken from OpenGameArt and are in the public domain, available under a CC0 1.0 Universal licence, meaning copyright has been waived. This was clearly appropriate for use in our project.

The base package is provided under the Freeware License, which includes permission to use, copy and modify the software for non-commercial use. Again, we viewed these as appropriate terms for this project.

The Gradle build tool is open source and licensed under the Apache License 2.0, as above providing permission to modify and distribute it privately or commercially, conditional on the preservation of its licence and copyright notice, terms which we felt suitable for the project.

Final Cut Pro Sound Effects and background music from the YouTube Audio Library are available on a royalty-free basis for use in audio and other projects (though they may not be distributed individually), terms which we saw as appropriate for this project.

The following requirements have not been fully implemented at this stage:

UR_PROGRESSION - There should be an indicator of how far through an action a player is.

NFR_CUSTOMISABLE_CONTROLS - The controls can be rebound.