

Implementation

Team 16

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In our implementation, we used libGDX as our only 3rd-party library, and most assets used were created by Team 13, with any additional assets created by us. LibGDX is licensed under Apache 2.0, making it a free, open source and public domain library which is suitable for us as it allows us to publish our product, even giving us the option to make it a commercial product, which is much more freedom than is needed for our project.

UR\_INACTIVITY has not been completed, due to the focus being on completing requirements that feature in the part 2 brief. UR\_MULTIPLE\_CUSTOMERS is partially completed - during gameplay, the user can cycle through each of the recipes, but cannot make progress on multiple recipes at once. FR\_INVESTMENT is also partially completed - the user can invest in new cooking stations, but cannot buy new chefs or other staff.