

Implementation

Group 28

Piazza Panic
By OuseWorks

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Part B

3rd-party Libraries or Assets

When creating the game, occasionally making custom assets was both time-saving and more effective in creating the desired gameplay. However, sometimes 3rd-party assets were used in order to save time in design and creation.

Graphical Assets

- Bricks tiled texture 64x64 [1]
- Floor Tiles [2]
- [LPC] House interior and decorations [3]
- Chef [Animated] - Classic Hero Edit [4]
- Clean Crispy UI [5]

Audio Assets

- Sticks.wav [6]
- thank you [7]
- Jungle [8]
- Sigh [9]

The licences of these assets are: CC, CC-BY 4.0, CC-BY-SA 3.0, GPL 3.0, GPL 2.0 or in the Public Domain, which are appropriate for our project because they enable us to use, change and distribute the content under the same licences.

3rd-Party Libraries

- LibGDX [10]
- Ashley [11]
- Scene2D [12]
- Scene2D UI [13]

The licence under which these were available is: Apache License 2.0 This licence is suitable for our game as it allows us to use, modify and distribute the content.

Requirements not (fully) implemented

Requirements that are not fully implemented include: NFR_IDLE and FR_STANDBY, which describes how the game should return to the title screen when the game is left idle for 1 minute. FR_COOKING_STATIONS is a requirement that we adapted to include just a general cooking station (instead of separate baking and frying stations).

FR_COLOUR_SETTINGS is another requirement we could not implement. While the response time of user inputs doesn't cause any issues in gameplay, we have not been able to accurately test the fit criteria of NFR_RESPONSE_TIME. Another non-functional requirement we have not been able to test is NFR_AVAILABILITY, which describes how available the game would be.

References:

- [1] - alpha_rats. (2015, July, Monday 6). *Bricks tiled texture 64x64*. OpenGameArt.org. [Online]. Available at: <https://opengameart.org/content/bricks-tiled-texture-64x64>
- [2] - Jordan Irwin (aka AutumnDeluge). (2020, January, Tuesday 7) . *Floor Tiles*. OpenGameArt.org. [Online]. Available at: <https://opengameart.org/content/floor-tiles>
- [3] - Tuomo Untinen (aka Reemax). (2014, December, Wednesday 17). *[LPC] House interior and decorations*. OpenGameArt.org. [Online]. Available at: <https://opengameart.org/content/lpc-house-interior-and-decorations>
- [4] - Umz. (2016, October, Monday 3). *Chef [Animated] - Classic Hero Edit*. OpenGameArt.org. [Online]. Available at: <https://opengameart.org/content/chef-animated-classic-hero-edit>
- [5] - Raymond "Raeleus" Buckley. (2016, October, Monday 10). *Clean-crispy*. GitHub [Online]. Available at: <https://github.com/czyzby/gdx-skins/tree/master/clean-crispy>
- [6] - Sticks. (2016, July, Saturday 2). . *Freesound* [Online]. Available at: <https://freesound.org/people/abstraktgeneriert/sounds/348959/>
- [7] - thank you. https://archive.org/details/ThankYou_942
- [8] - Jungle. <https://gamesounds.xyz/?dir=Public%20Domain/Jungle>
- [9] - Sigh. https://commons.wikimedia.org/wiki/File:Krusty_sigh_impression.ogg
- [10] - LibGDX. (2022, September, Thursday 22). *LibGDX*. LibGDX. [Online]. Available at: <https://libgdx.com/wiki/start/project-generation>
- [11] - LibGDX. (2021, February, Friday 5). *Ashley*. GitHub. [Online]. Available at: <https://github.com/libgdx/ashley>
- [12] - LibGDX. (unknown). *Scene2D*. LibGDX. [Online]. Available at: <https://libgdx.com/wiki/graphics/2d/scene2d/scene2d>
- [13] - LibGDX. (unknown) *Scene2D-UI*. LibGDX. [Online]. Available at: <https://libgdx.com/wiki/graphics/2d/scene2d/scene2d-ui>