Implementation

Group 27 - BlackCat Studios

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Our group decided to solely use the Libgdx library (using an apache licence) and develop our own solutions on top of it. This limited the libraries used to just the engine itself. To implement graphics we chose to design most of it ourselves, using a free [online pixel art](#) tool. For images such as [onion](#) and [tomato](#) we acquired some from a website called [freesvg.org](#). Which provided these images with a public domain licence. We then modified these images with a [free pixel art generator](#). Finally for character creation we used a free online pixel art character generator called [Universal LPC Character generator](#). The generated image used several artist submitted images. The combined images are called ChefFemFull.png, ChefManFull.png, Man.png, ScarfWoman.png, RedWoman.png, Ivernman.png, and Oldman.png. See [our website](#) for the full list for each compilation of attributions to each individual art source. As it would be impractical to provide links to each image here. Images provided by this generator comes with a GNU GPL 3.0 licence. But also requires the artists to be credited, through a downloaded file within the game. We decided to keep the file within the game but also provide a link on our website for a file containing all artists for each character.

The [public domain licence](#) is well suited towards our game, as it's free to use the source and allows for copying, modification and distribution without a paid licence or reference. However we decided to leave a reference to these images on our website.

The [apache licence](#) is a free software which gives its user the ability to use, modify and distribute without risk of royalty or licence. This is very well suited to our purposes, due to our game being a free game being developed for coursework, letting us modify source code that may not work for our purposes and be able to distribute our game without payments.

Finally the [GNU GPL 3.0 licence](#) gives us the right to use, modify and distribute the artwork without legal risk. Credit towards artists was also required. This licence, while slightly more restrictive than the previous two, is reasonable, as it required no payment and left us free to use the art however we wanted.

We managed to implement all required features for assessment 1 which were given to us by the customer and specified in the design brief for the game (see UR_GAMEPLAY in the requirements document), and even optional features such as integrating a leaderboard, start and pause menu (see UR_LEADERBOARD, UR_PAUSE_MENU). Our game has been tested on Windows and Linux systems (see UR_SYSTEM_COMPATIBILITY, FR_SYSTEM_COMPATIBILITY) and works correctly. Unfortunately we have been unable to test it on IOS computers since we did not have access to these.
While developing the first stage of the project we also kept in mind its expandability onto the next state for other groups. Allowing multiple features such as new chefs to be expanded upon very quickly and simply.