

Implementation

Assessment 2

Group 5 :

Callum Watson

Jack Guan

Craig Slomski

Yaseen Khan

Chase Mo

Kamrul Islam

Name	Source	License
LibGDX	BadLogicGames	Apache 2.0
Tiles	tgstation	AGPL 3.0
Font	IBM	OFL 1.1
Background	OpenAI , bigjpg , SIA Webby	None
Keyboard image	Simo Kaupinmäki , Mysid , Ymulleneers , Azaghal of Belegost	GFDL , CC BY-SA 3.0
Chopping sound	MarleneAyni	CC 0
Forming sound	MWLANDI	CC BY 3.0
Fridge sound	gamedog74	CC 0
Grill sound	joanaseabra	CC 0
Serving sound	AlaskaRobotics	CC 0
Trash sound	deleted_user_7146007	CC 0
Tiled	Tiled	Apache 2.0 , BSD 2 Clause , GPL 2.0
Kryo	Kryo	BSD 3-Clause "New" or "Revised" License
Java Tuples	Java Tuples	Apache License Version 2.0
Junit	JUnit	Eclipse Public License 2.0
XL Food Mod	XL_Food_Mod	GNU General Public License v3.0
Action Junit Report	Action Junit Report	Apache License, Version 2.0

All the licenses we have used fall either under an open source , free use or copy-right free which is appropriate for our project and allows us to use said software, libraries and assets. All the licences allow us to modify , distribute and commercially benefit from the product if the client wishes to do so. In the case of background we created the image ourselves using AI meaning no licence is required for that asset.

Due to time constraint and risk of breaking the build some features were not implemented or fully implemented.

UR_SCENARIO_2 - None of the scenario modes is configurable; the number of customers is hard coded to be 5,10 and 15 for easy, medium and hard respectively. This is mainly due to the time constraint of having to create new UI and then implement them.

NF_CODE_2 - Some of the machines are refactored into a dictionary to allow for data use, machines such as tray and bin were not refactored in due to risks of breaking the build because of how they were implemented originally

UR_BONUS_2 - All customers give the same amount of money however there is a powerup which gives the user more money.

Visual Bugs with saving:

If you save when an item is visibly in a station, when you load a save they will appear to be gone but still can be picked up and interacted with. Similarly countdown timers won't appear until the next interaction.