

6b. Implementation

Cohort Number: 1

Group Name: NeveSix (Team 6)

Group Member Names:

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The list of libraries and licenses used are as follows:

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

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 licenses 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 license is required for that asset.

Due time restraints the following requirements were not implemented during the Phase One:

UR_LEADBOARD – Currently we haven’t been able to implement a leaderboard due to having issues with LibGDX implementing text files meaning we aren’t able to permanently store times and names for the users.

FR_UPDATE_LEADERBOARD – because we haven’t been able to implement a leader board meaning we can’t satisfy the requirements which were the leaderboard should update after the player has completed a level and that name and score timing will be restricted to three characters.

UR_SOUND - we currently have not implemented background music due to how the stages have been implemented but there currently sound effects for all interactable workstations in the game.