Implementation

Assessment 2

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Name	Source	License
LibGDX	<u>BadLogicGames</u>	Apache 2.0
Tlles	tgstation	AGPL 3.0
Font	<u>IBM</u>	OFL 1.1
Background	OpenAl, 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 spund	gamedog74	CC 0
Grill sound	<u>joanaseabra</u>	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

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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.