Third-party libraries/assets and licencing

During the development of our project, we used the LibGDX framework to work on the code. LibGDX uses the Apache 2.0 licence which allows contributors for a perpetual, worldwide, non-exclusive, no-charge, royalty-free copyright licence to reproduce, prepare derivative works, publicly display, publicly perform, and distribute the work in Source or Object form- essentially, our group is legally and ethically granted access to work with the frame work and use the framework to create our projects.

In addition, some of the sprites used in the game were taken from OpenGameArt, a website where game assets are (such as sprites) are listed. On the site, our group found assets for the player character (chef) made by user Umz, the art work is under the Creative Commons 0 (CC0) licence. means that the content can be copied, modified, or distributed without asking, crediting, or notifying the original artist. Our group also used assets from itch.io from the user Reakain for the kitchen and backgrounds, the licence on the page states that "[The] asset pack can be used in both free and commercial projects. You can modify it to suit your own needs. Credit is not necessary but appreciated." Thus, our group was legally within the right to use the asset.

For the original sprites our group created, we used Piskel- this website uses the Apache 2.0 licence just like LibGDX which means anything we created with it is allowed to be used in our project

To create Gnatt charts, we used PlantUML which is under the General Public Licence, this licence means that users are free to use, shard and modify the software without paying anyone for it, meaning that what we created using it is fully our to do with as we wish.

For any other architecture diagrams, we used diagrams.net (also known as draw.io). The website clarifies in its FAQ that there are no restrictions on usage of any diagrams created, the licence to use any of their copyrighted icons is granted for any purpose, including commercial use.

All third-party libraries and tools we used are all legally accounted for.

Not fully implemented requirements

Majority of our initial requirements were implemented smoothly into our project, however, due to various constraints (such as time) a number had to be cut from the project.
UR_IDLE has not been implemented, meaning that the game does not show a demo when on the menu screen/left idle.
UR_ACCESSIBILITY has not been implemented, in theory the game should be simple enough for anyone to be able to pick up and play, however, certain people with colour vision deficiency may struggle recognising what some of the sprites may represents.
FR_SCORE has not been implemented, therefore there is no score tracking of completed orders.
FR_TIMER has not been Implemented, currently the game is by default set to an "endless" mode.
NFR_AUDIO_CUES has not been implemented, there is no audio in the game.

The, main aspects that were not implemented are the FR_SCORE, FR_TIMER and UR_IDLE as these were requirements needed for the client, the other requirements not met were more of our group's own personal designs.