

Implementation

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Implementation report

To code the game we used the libGDX framework, which is licensed under apache 2.0. This allowed us to use it for commercial or private use, and modify and distribute the source files. Also falling under this licence was the libGDX texture packer software that we used to help create visuals for the game. We have honoured apache licence 2.0 by including a file in the software containing the copyright of the licence as well as the licence itself.

After looking at the visual assets available online, we decided to draw our own pixel art for the entirety of the game, including the tiles for the map, the chefs, and the ingredients for meals. The whole group were happy with the art drawn and we didn't need to worry about any of the licensing required if we had chosen to use assets obtained from the internet.

To create the tilemap for the game, we used the software "Tiled" to build the map. This falls under the GNU general public licence and only applies restrictions when the software itself is modified. This did not apply for our project, hence we were happy to use tiled to help build our tile maps for the game.

For the audio assets in our game, we decided to use sound effects to indicate game events such as items being picked up and placed, cooking and success or failure when delivering a dish to a customer. The assets we used are:

cooking.ogg - public domain cc0
failure.wav - Mixkit sound effects free licence
pickup.wav - Mixkit sound effects free licence
put_down.wav - Mixkit sound effects free licence
success.wav - Mixkit sound effects free licence

These were suitable for our project because no one in our group had any experience making sound effects or music, and the licences that the assets were available under allowed us to use them in our game for free.

One requirement we were not able to include were the visual effects for interactions between players and the environment, as outlined in the requirements statement under the ID "FR_ITEM_INTERACTION_EFFECTS". We were able to implement sound effects into the game for these interactions but were unable to complete the visual effects.

Additionally, we were unable to implement a leaderboard. This was not a requirement that the customer said was a necessity, but was still asked of us if we had the time. Due to this, prioritised other parts of the game over the leaderboard.

We also were unable to fully complete a "how to play" section of the title screen. The title screen section of the game was one of the last things made for the game, due to unforeseen circumstances (see method selection and planning report). Due to these circumstances, we had to make the title screen very late into development, unfortunately causing this feature to be cut