<u>6b Implementation</u>

We have carefully considered every asset and library used during the production of the game, along with conditions, permissions and limitations of the appropriate licenses. Primarily, Libgdx our main library and game engine, has the Apache License 2.0; it allows us to distribute and use the software as we see fit, and can do so without concern for royalties, the one additional limitation with the Apache License, is that it does not allow you to use their branding in any of our software, in our case, this is not an issue. After much discussion about assets, we have primarily decided to use handmade assets as this allows us to both meet our user requirements more explicitly, and means we do not have to worry about licensing. Despite creating the majority of the assets, we have outsourced some of the key visual assets to third parties. This design decision was undertaken as we believe it adds adhesivity to the rest of the assets and helps achieves the client's aims. We have taken precaution when choosing these assets so that during the production and distribution of the game, we do not violate any of the licensing policies or requirements. The fonts on both the website and used throughout the game are all under licences which let us distribute and use them freely. The website has been coded by the group and thus we do not need to regard licences for website templates. We are hosting the site with Github Pages, which does prohibit using the site for commercial purposes, so it is fine for our purpose, but if our client ever wanted to monetise the game in the future, we may need to switch hosting providers.

Optional requirements which were not deemed a priority, as in reference to previous documents, and thus have not been complete due to constraints, include aesthetic enhancements such as sound effects, music and general audio (requirement "NFR_AUDIO"); we have technically fulfilled the requirement of having a mute button for audio, but we have not actually implemented the sound itself. If hypothetically, our client wanted these features in the future, we would consider licences at the appropriate time. In addition, we have not yet implemented the ability for recipe variations, a non essential requirement - refer to requirement "NFR_RECIPE_VARIATIONS", and we have not implemented the mechanism which allows the time to pause on the pause screen - see "NFR_TIME_ON_PAUSE_SCREEN". Overall, we have managed to meet all relevant key requirements, in accordance with our client's guidelines and requests.