

Implementation

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Third-party Licences

The already available libraries and assets used by the previous team were enough for us to continue on the product and implement the new requirements for assessment 2. The code we used for the GDXtestrunner class was released under the Apache 2.0 License, which gave us permission to modify it and add to it when suitable. We preserved copyright as instructed by the license and provided a licence notice at the top of the class. We used JUNIT 4 for our automated tests, and it is licensed under The Eclipse Public License v1.0 (EPL). EPL is an open source license that allows copy, modification and distribution of software as long as compliance with the license's terms is done. Moreover, we used Mockito for mock testing, which is under the MIT License. The licenses listed above are the only new third party ones that we used for the development of our project.

Incomplete Requirements

All the requirements added from assessment 2 were met as we made sure to only add requirements that satisfy the new assessments' mandatory requirements. Though however, we were able to meet all the requirements from assessment 2, as stated in the requirements change report, we had a discussion surrounding 3 unimplemented requirements left by the previous team. Two of the requirements proved useful- NFR_contrast and FR_TIMING- since they were things that needed implementing in the upgraded product; however, one of them, FR_COUNTER, we decided after some contemplation to not implement as well. The process of serving the customer directly without the use of a counter was much more smoother and efficient than using a counter to serve food. Therefore, we opted to leave out the counter and let the user serve customers directly.