

Change Report

Group 21
Generic Games

Josh Thomas
Andrew Palombo
Oscar Gunn
Scarlet Desorgher
Immanuel Ghaly
Madeleine Nielsen

Third Party Libraries/Assets

List any 3rd-party libraries or assets you may have used in your implementation and the licenses under which they are made available. Briefly discuss the suitability of these licenses for your project.

Library/Asset/Tool	Suitability	Licence
LibGDX	<ul style="list-style-type: none">• Java open source game-development framework• Allows us to create and distribute a game made in libGDX freely which is the aim of this project	Apache 2.0: grants us (the people exercising these permissions) a perpetual, worldwide, non-exclusive, no-charge, royalty-free, irrevocable, copyright licence to reproduce, prepare derivative works of, publicly display, publicly perform, sublicense and distribute the work (libGDX) and such derivative works in source or object form.
Tiled Map Editor	<ul style="list-style-type: none">• Allowed easy and consistent development of the map• Interacts nicely with libGDX licence meant that we could create maps and distribute those maps with the game for free.	General Public License: grants us similar permissions and performance rights as above
Did not use any third party assets and instead used the ones made by Team 13 and our own	N/A	N/A

Unmet Feature Requirements

Requirement ID	Description	Implementation change
UR_CHEF	All chefs should be unique through the shape of their hat. The chefs are easily differentiated from each other	Chefs are still easily differentiated from each other but not through different hats. Instead there is a 'C' on the back of the selected chef.

<i>FR_DEMO and UR_INACTIVITY</i>	The system should play previously recorded gameplay if the game is left inactive for a given amount of time. The game should play a pre-record ed demo when the user is inactive for a given time Assumes the user may be inactive	Not implemented
<i>FR_ORDER_TIME_LIMIT</i>	The system should provide a timer at the bottom of every ticket, which shows how much time the user has to serve a customer.	The time is beside to the ticket not at the bottom
<i>FR_ORDER_TIME_LIMIT</i>	The amount of time the user has should be different for each recipe.	Only the pizza is a different time because it is the hardest recipe to cook.
<i>FR_EXCEEDE D_TIME_LIMIT</i>	If the user doesn't serve a customer in time the system should notify the user that they have failed and the system should remove the order ticket.	The only was the user is notified that they failed an order is the ticket being removed and losing a reputation point.
<i>FR_RP_LOSS_INFOR M_USER</i>	The system should notify the user when they have lost a reputation point. The user may miss the notification	The only way the user is notified that they have lost a reputation point is the counter in the top left going down
<i>FR_CUSTOMERS_SERVE D</i>	The system should provide a counter for the number of customers served in endless mode	Not implemented