

Engineering 1 Group Assessment 2  
Implementation  
Cohort 3 Group 23

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## Implementation

a)

A JAR file of the finished game can be found on [our team website](#).

b)

We believe all features required by the product brief have been implemented, as well as each of the three new requirements specified on the VLE - Difficulty settings, saving/loading and power-ups. Instructions on how to access new features can be found in the instructions, which are both on the team website and under the “How to Play” section of the pause menu in-game.

As well as the assets that the previous team used, the details of which can be found in their Implementation document, we sourced additional assets for the new ingredients and recipes from <https://pngwing.com>, which specifies a non-commercial license for all the assets we used. This is applicable to the project as we will not be distributing our game commercially.

We also continued development with libGDX following on from the previous team. It uses the [Apache License 2.0](#). This license allows us to distribute the game in the necessary form.

No other third party libraries or assets were used in assessment 2.