

IMPLEMENTATION - 6b

3rd Party Libraries and Assets **Not Implemented Features**

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3rd Party Libraries and Assets List

- **LibGDX** - a free and open source game development application framework. It is available under the Apache License 2.0 The Apache License is a permissive free software license, which allows users to use the software for any purpose. This is appropriate for our project as it allows us to modify the Gradle project in order to create our game code.
- **Glassy UI skin** - a skin for LibGDX which allows us to create menu buttons for our UI. It can be used under the CC BY license. This is appropriate for the project because it allows us to share, copy and redistribute the material in any medium or format and adapt, remix, transform and build upon the material for any purpose, meaning we have explicit permission to integrate the asset into our game. Source: <https://ray3k.wordpress.com/artwork/glassy-ui-skin-for-libgdx/>
- **Kitchen assets** - used to create our tilemap. Under the license, the asset pack can be used for both free and commercial projects, and we are free to modify it to suit our own needs. In this case, we used them to create the TileMap upon which our game was built. Source: <https://reakain.itch.io/kitchen-assets>
- **Game character / chef** - png sprite images. Distributed under CC0 universal deed, meaning that there is no copyright law associated with the usage of the image. This means we can use it for any purpose to suit our needs in the project. We used them to create the sprites of the two chefs in the game. Source: <https://opengameart.org/content/classic-hero/> / <https://opengameart.org/content/chef-animated-classic-hero-edit>

Not Implemented Features

See Requirements document for ID indexing.

- UR_INTERACT_FOOD - The items in the kitchen and pantry are not currently interactive.
- UR_CUSTOMER_WANTS / UR_CUSTOMER_LEAVES - Customers and their recipe wants are not implemented
- UR_SCENARIO_MODE - Scenario mode not fully implemented
- UR_COOKING_STATION/UR_INGREDIENT_STATIONS - Interacting with the cooking/ingredient stations is not implemented
- UR_WIN_GAME / UR_LOSE_GAME - Winning and losing the game are not implemented.
- UR_RECIPE - Recipes/Multi-Step recipes not implemented.
- UR_FOOD_PREP - Preparing food not implemented.
- UR_STANDBY_MODE - The game does not play itself when left on standby for an extended period.