

## **Implementation Part B**

**“Lucky” Team 13**

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## **Licences**

[LibGDX](#) (section 2.)

[Tiled Map Editor](#) (free software)

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Tiled is licensed as a General Public License, which (as linked above) grants us essentially the same permissions and performance rights as libGDX.

Our project does not use any third party assets since we have chosen to create our own.

We determined that these 3rd party softwares/libraries and their licences are suitable for our project as libGDX is an open source game-development framework for Java, our language and its licence allows us to create and distribute a game made in libGDX freely which is the aim of this project. The Tiled Map editor allowed easy and consistent development of the map/world as well as interacting very nicely with libGDX, and its licence meant that we could create maps and distribute those maps with the game for free.

## **Unmet requirements for Assessment 1**

We achieved all of the main requirements and some additional requirements/functionalities. However there were a few requirements that we were unable to meet, for example:

It's worth noting that we are implementing the requirement of UR\_CHEF via a visible blue "C" on the chef, rather than a different hat shape.

We also haven't implemented a demonstration of the game in order to instruct the player, FR\_DEMO and therefore UR\_INACTIVITY however, instead, we decided to add a controls screen at the beginning of the game and can be accessed by the TAB key at any time. This achieves the same thing.

We have not implemented the UR\_LOSS and therefore the FR\_RP\_LOSS\_INFORM\_USER requirement. This is because at the time of writing, our team had considered it a requirement to be able to lose the game however, this is not actually a requirement in the brief, therefore we decided not to include it.