

# Implementation

## Group 18

### Team B

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Library/Asset	Licence	Use
<a href="#">Kitchen Assets</a>	Creative Commons	GUI kitchen assets
<a href="#">Animated Mini Characters</a>	This asset pack can be used in both free and commercial projects. You can modify it to suit your own needs. You may not redistribute it or resell it.	Customer characters
<a href="#">Modern Interiors</a>	Custom License "FREE VERSION LICENSE: CAN: YOU CAN USE THE ASSET IN NON COMMERCIAL PROJECTS YOU CAN EDIT THE SPRITES AND USE THEM IN NON COMMERCIAL PROJECTS CAN'T: YOU CAN'T USE THE ASSET IN COMMERCIAL PROJECTS YOU CAN'T EDIT THE SPRITES AND USE THEM IN COMMERCIAL PROJECTS YOU CAN'T EDIT AND RESELL THE SPRITES"	Cook characters
<a href="#">Game GUI Free</a>	<a href="https://www.gamedevmarket.net/terms-conditions#acceptable-use-policy">https://www.gamedevmarket.net/terms-conditions#acceptable-use-policy</a>	Main menu buttons
<a href="#">Odin Rounded</a>	Free/No licence	Font
Game music	<a href="#">Ridley Coyte</a>	

## Requirements not implemented

FR\_SERVE\_DISH and FR\_INCOMPLETE\_DISH were not implemented exactly as written, this was due to poor wording on our part as we decided early in the project to have each cook work on individual orders, so where the requirement mentions the User's stack that should instead reference the cooks' stacks. We realised that NFR\_TIMING was inappropriate for gameplay and now the scenario mode lasts around 5 minutes. FR\_SWITCH\_COOK is also different as the game uses '1', '2', '3', to switch between the cooks. FR\_MOVING\_GRAPHICS was deemed too complicated to implement, so our cook sprites have a gliding motion along the screen. This is also the case with FR\_INCOMPLETE\_DISH as we did not have time to implement this feature. For FR\_TAKE\_PREPPED\_INGREDIENT there is no button to add to the stack, it adds automatically, but this does not take away from the functionality of our game. FR\_VIEW\_PANTRY does not have a bin icon itself, but there is still a bin to get rid of the top item on the stack.. FR\_SCENARIO\_MODE\_EARNINGS was not implemented fully as the earnings are not different for varying difficulties of recipes. This was due to time constraints. FR\_GAME\_OVER and FR\_LEADERBOARD were not implemented fully due to time constraints. Despite having a game over screen, we did not have all the information specified, and the same was the case with the leaderboard screen. FR\_CUSTOMER\_ARRIVALS, FR\_SAVE\_GAME and FR\_LOAD\_GAME requirements were not implemented due to lack of time.