

## 6. Implementation

### Part b)

LibGDX, which we chose to use as our game engine, is made available under Apache 2.0 which is a permissive licence and can be freely used by us and distributed as long as we include the licence.

Tiled, a level editor we use to help create our game, is made available under Apache 2.0, GPL 2.0, BSD 2 clause and BSD 3 clause licences. Under GPL2.0 we are free to externally publish any modified version of the software as long as the source code is available to our program's users. BSD 2 clause states that we are able to distribute forms of the licenced program as long as it is accompanied by the licence. BSD 3 clause is used to prevent names of authors from being used to endorse products relating to the software, so people are not misled into using that software due to the author that is given.

Kenney Game Assets and Fonts, which we use for many of our assets and icons in the game, is made available under CC0 meaning the author has waived any copyrights so that we are free to copy and distribute their work for commercial or private use.

Glitch, which we also use for our food, assets is made available under CC0 as are the assets we have made ourselves.

Montserrat font, which we use as our font throughout the game, is available under SIL Open Font Licence (OFL) which is a free, open source licence designed for fonts which we can distribute as long as we include the licence.

None of these licences should be an issue for us as they allow us to distribute them as we like as long as the licences are added to our GitHub repository.

From the requirements that have been stated previously the following have either not been fully implemented or not implemented at all.

UR\_SCALABILITY, which stated that the game should be able to be played on large and small screens, will not be fully implemented as although the screen size can be changed the components of the user interface such as buttons and labels will not change resolution with the screen. This should not have a great impact on the user experience as they are still easily accessible to interact with.

UR\_SOUND, which stated that the game will have sound effects, will not be implemented meaning there will be no sound effects or any music playing in the background, although this should not affect the users ability to play the game it would have added to the user experience. This in turn means that FR\_MUTE\_FX is also not implemented as there are no sound effects to mute

FR\_COLOUR\_BLINDNESS, which stated that users with colour blindness would be able to select a colour palette that is suitable for them, will not be implemented although we have tried to ensure there is enough contrast in the assets we have used there are no settings to change colours to cater for those with colour blindness. This therefore means that NFR\_ACCESSIBILITY and UR\_ACCESSIBILITY have not been met as we have not fully catered to everyone and their accessibility needs.