Implementation

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Upon further development of the codebase and game, the group made careful consideration to the additional of assets, their licenses, and how they would be integrated without infringing upon the agreements of said license. The first conscious decision was how we would deal with the required additional visual assets to accomidate for the new game mechanics such as powerups, the ability to burn food, cooking stations, etc. The group decided that the best course of action was to do a combination of two things, partly using assets which had been sourced by the prior development team which has already been licensed sufficiently - as this would be able to be integrated effectively and readily available, and partly create any new assets by hand, as this would mean we would not be restricted by any licenses and could use the assets however the development team needed.
It is important to also consider the assets and components which we used during the development of the project. First off, Mockito, the Java testing framework, was used extensively throughout the project during development. The Mockito framework has the MIT license, which is highly suitable for our goal as it has highly permissible attributes including the ability use, copy, modify, merge publish, distribute, sublicense and sell copies of the software. This means, not only can we use it for our current process, however if our client wanted to expand this in the future, the end product could be sold.
In addition, on top of Mockito, we also used JUnit through the process which is licensed with the Eclipse Public License 2.0. Similar to the prior testing framework, this license is very permissive and suitable for our needs. There seems to be no significant or damaging limitations of the license for our client.

Due to apt planning, regular meetings and collaobrative development, the team was able to meet and implement most of the required features, as to our client's request. However some requirements have not be implemented in their entirety.

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_SFX is also not implemented as there are no sound effects to mute

FR_GUIDE_USER, which states that the system shall subtly guide the user and make sure they finish each task successfully every time. This does not affect the overal playability of the game, however it may lessen the quality of the experience for some users.

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_ACCESSIBLITY and UR_ACCESSIBILITY have not been fully met as we have not indiviudally catered to everyone and their accessibility needs.

There are minor non required functionality or consistiencies that have not been integrated due to the lack of impact on the final product or client's goals, such as the design of some graphical screens allowing a user to click on "hidden buttons", however this is unlikely, does not impact the overall experience, and is not a required feature.