

Implementation

Team 4 - Undercooked

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We used team 3's project as a base, the libraries and licences used for their project can be viewed [here](#).

Additional content, specifically graphics, were sourced internally.

Additional sound effects were created using [jsfxr](#), which includes unrestricted commercial use of created sound effects.

For testing, we used [existing code](#), which was licensed under the same licence as libGDX (Apache 2) allowing for free use.