

1 Introduction

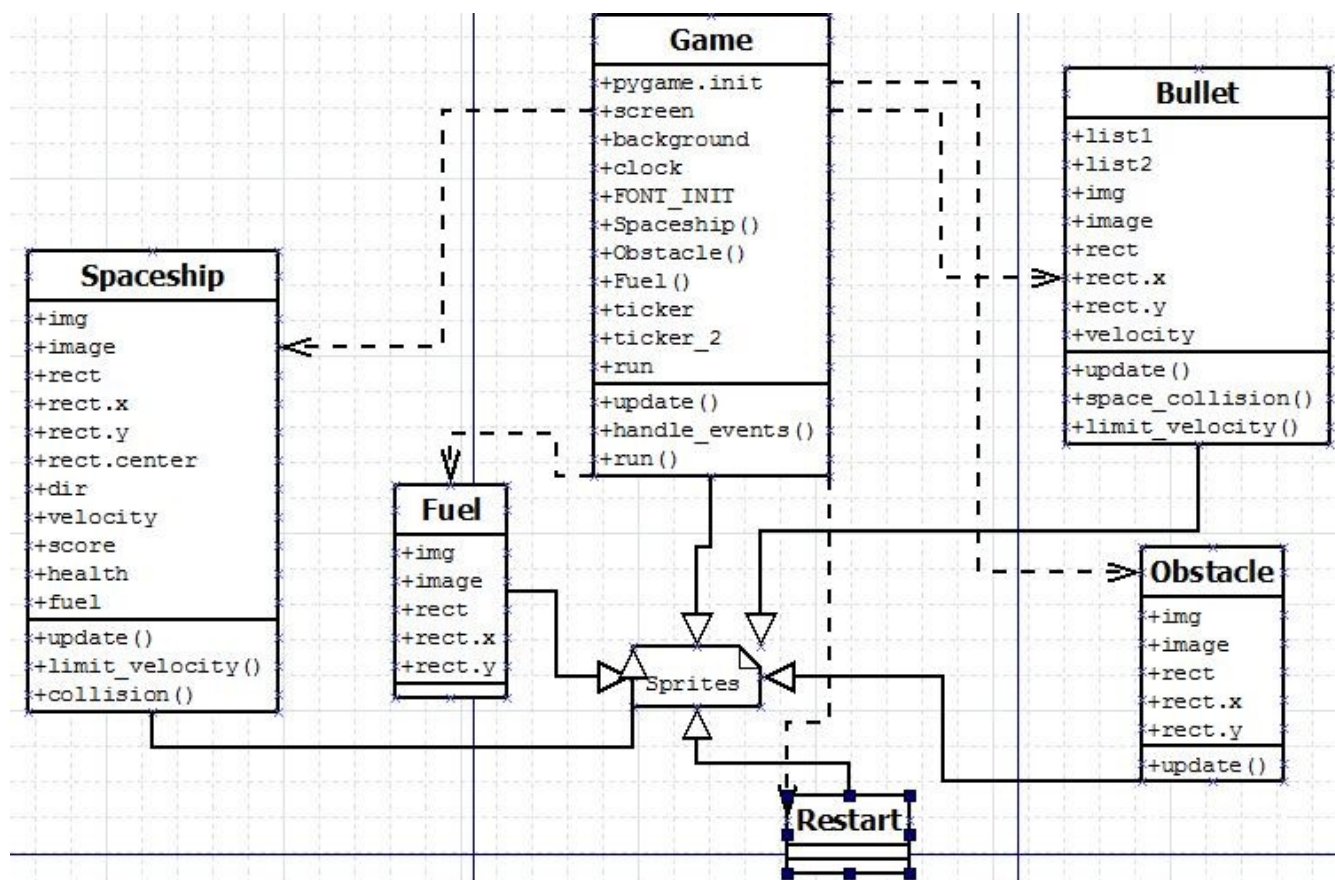
In this assignment, we create a clone of the classic Amiga game Mayhem.

2 Background

For this assignment, Python 3.4[2] was used. I have also taken use of Pygame 3.4, which gave me access to the Pygame library

3 Design

4 Implementation



5 Evaluation

6 Discussion

7 Conclusion

References

<http://www.astro.ufl.edu/~warner/prog/python.html>

http://en.wikipedia.org/wiki/Encapsulation_%28object-oriented_programming%29

<http://learnpythonthehardway.org/book/ex42.html>

<https://docs.python.org/2/tutorial/classes.html>

http://www.sagemath.org/doc/thematic_tutorials/tutorial-objects-and-classes.html

<https://docs.python.org/2/library/profile.html>