University of Tromsø

INF-1400

Mandatory Assigment 3: Mayhem Clone

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1   Introduction

The aim of this project is to create a clone of the computer game Mayhem - a game for the Commodore Amiga system.
The game will be implemented using pygame and in accordance with object oriented programming principles.

2   Technical Background

3   Design and Implementation

4   Discussion and Evaluation

5   Conclusion