**GAME REQUIREMENTS**

* Game is making use of **SFML libraries**
* Game includes **reading of the keyboard**
  + Use “c” to collect dropped bones and type name at end of game
* Game includes **sensing mouse**
  + Mouse is used to click and drop towers
* Game includes **sound**
  + There is background music, sfx, and sounds for cats and dogs
* Game includes **art work**
  + Defenders and Attackers are drawn by us :)
* Game include **backdoors**
  + “Shift + C” for currency
  + “Shift + M” to spawn enemies
  + “Shift + S” to increase score
* Game includes **randomness**
  + Attackers are randomly spawned throughout each lanes, with random typing

**PROGRAM REQUIREMENTS**

* A multiple file application
  + There are **22 .hpp files** and **22 .cpp files**
* Multiple classes
  + There are **23 classes** not including enum classes
* Inheritance / Polymorphism
  + Inheritance and Polymorphism is being used in multiple classes such as collider and Animation]
* Library
  + **Animation library** is built in and linked
* Namespace
  + There are a variety of namespaces used in order to differentiate namespaces
* Overloaded insertion operators
  + Used in collider for debugging purposes
* At least 2 STL containers
  + Multiset
  + Vectors
* 6 C++ 11 or above features
  + Nullptr
  + Strongly typed enum
  + Default constructor
  + Auto typing
  + constructor initializer list
  + Typeid
  + Keyword override
* Group Style Guidelines
  + Use .hpp and .cpp file types
  + CLANG format
  + camelCase
  + Try not to pass 80 characters
  + Variables should make sense
  + Use #pragma once instead of #ifdef
  + Comment what your function does
  + Comment under class names