

Dungeon Crawler

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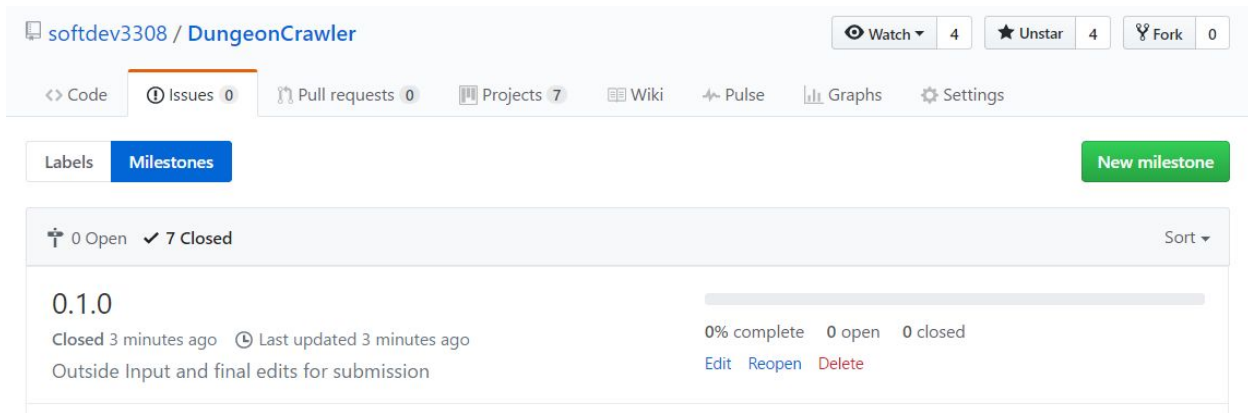


CSCI-3308 Software Development Methods and Tools
David Graham
May 4, 2017

Project Tracker

Github Issues and Milestones

<https://github.com/softdev3308/DungeonCrawler/milestones>



VCS Repository

Github

<https://github.com/softdev3308/DungeonCrawler>

Note that test cases is in the unit_testing branch

Contributions

Sky Johnson



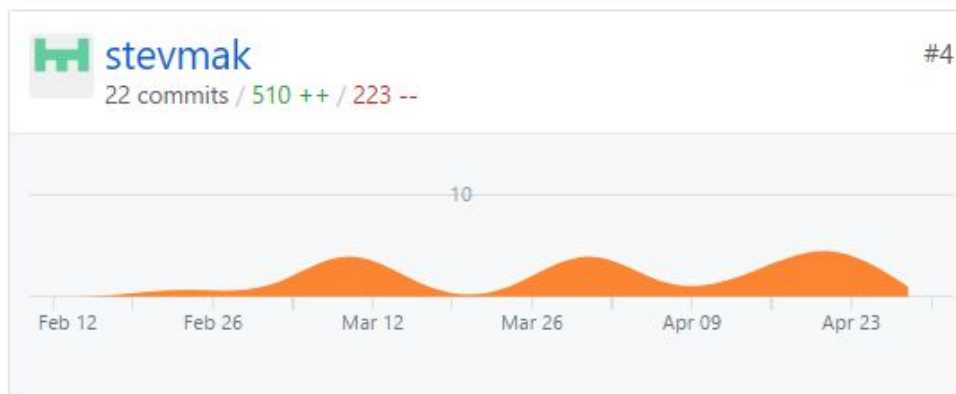
Joe Alsko



Jarrold Raine



Stevan Maksimovic



Jacob Toomey



Final Build

There is a folder in the repo called “Builds” where you can find the playable game in Windows, Mac, and Linux formats.

Auto-documenter

AutoDocs were made using Doxygen on C#. Please use </AutoDocs/html/annotated.html> to navigate the suite