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| --- | --- | --- | --- |
| **Name:** | Eli Chandler | **Date submitted:** |  |

**Code works with the following versions**

|  |  |
| --- | --- |
| **Python version:** | 3.9.1 |
| **Arcade version:** | 2.0.1 |

**Copyright information**

**Graphical Assets**

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Created/Creator** | **License** |
|  |  |  |
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**Sound Assets**

|  |  |  |
| --- | --- | --- |
| **Asset Name** | **Created/Creator** | **License** |
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**Code**

Code created by myself. Inspired by and adapted from the following tutorials

|  |  |
| --- | --- |
| **Tutorial Name** | **Link** |
| Python arcade: Basic Concepts by alitality | https://www.youtube.com/watch?v=MulMdcddiog&list=PLP6KYkkXj-QbBP0He1Ot5wGgtPbR9hqxR |
| Python arcade documentation | https://api.arcade.academy/en/latest/ |

**Final Testing**

Please describe how you know your final game works

|  |
| --- |
| I have tested all win and lose conditions of my game, I have used edge cases and had multiple people play the game to make sure they understand how it works. |

**Authenticity Statement**

|  |  |  |  |
| --- | --- | --- | --- |
| Other than using tutorials and example code, all this work is my own. I understand all of the code and can explain it. | | | |
| **Signed:** | Eli Chandler | **Date:** |  |

## Handing in checklist

Please ensure you have zipped up the following and handed it in.

* MVP description.
* All the code.
* Screenshots of commits if bit bucket was used otherwise all the folders used for versioning.
* All the assets required to run the game.
* All the sprint documentation saved as pdf.
* All the movies used in sprint documentation.
* All the documents linked to in the sprint documentation as pdf.
* All the testing documentation as pdf.
* Reflection on planning
* This document, completed, printed and signed.