

**Name, Surname:** Josie Wood

**Student Number:** 10509521

**Project Title:** Codename: Tortoise

**Tagline** A lettuce-y twist on a tower defense game where enemies can only be delayed

Part 1e Mechanics Prototype 70%

NB: We need full access to your repo, project management, project files/original code and a build to complete this assessment!

**Game Mechanic:**

*<insert direct download link to a build of your project>*

Which statements apply:

I have tested this build and it performs as intended **Y/N**

I have tested the link provided in an incognito/private browser window **Y/N**

I have published regular posts on Piazza demonstrating iterations and refinement of the core mechanic **YN**

**Gameplay & Programming:**

*< insert invite link to your full submission folder on your OneDrive account for this assignment >*

<https://github.com/JosieGameDev/AINT254_InteractiveSystems>

Which statements apply:

I have followed the folder structure provided in assignment specification **Y**

I have a provided a zip archive on my university Onedrive account **Y/N**

I have included the full Unity project file with commented code **Y**

I have provided a link to the repo for this assignment **Y**

I have tested the links provided in an incognito/private browser window **Y/N**

**Agile Development:**

[*https://trello.com/b/aSIFdaFr/254-codename%F0%9F%90%A2*](https://trello.com/b/aSIFdaFr/254-codename%F0%9F%90%A2)

Which statements apply:

I have used a project management tool for part of this module **Y**

I have followed an agile approach to iterative development using tool above **Y**

I have tested the link provided in an incognito/private browser window **Y/N**