Space Game

Term Project - SUD

A space themed text crawler

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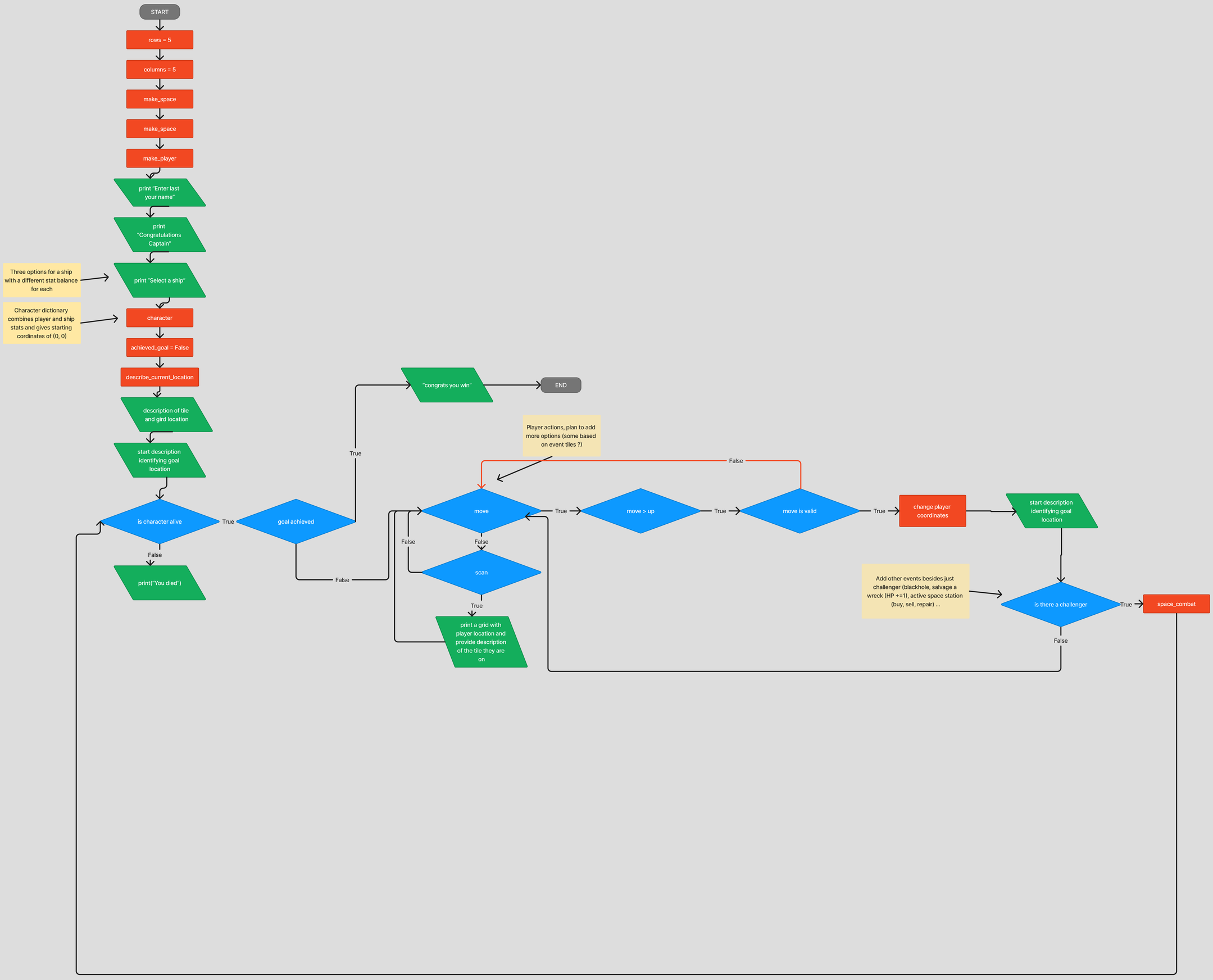
UNIT-TESTS

Unit-tests > pilot.py √
- select_ship √
- make_player√

Unit-tests > combat.py >>> Pause until combat is fleshed out
- construct_challenger √
- space_combat
- combat_attack < needs work first < add shield
- compare_movement √

Unit-tests > checks √
- check_if_goal_attained √
- is_alive √
- check_for_challenger √

Unit-tests > action
- player_action_move << big test ?
- scan_space_grid << printing grids is not easy

Unit-tests > boards
- describe_current_location √ << one test so far
- populate_space √
- make_space

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