Contribution for Qinzhi Zhou in this project

I am taking responsibility mainly in two parts in coding of enemy.py and the game.py. I also finished the whole file integration of this project.

The basic game elements and rule was learned from CSDN blog(url = <https://blog.csdn.net/qq_41620823/article/details/103741989>). This inspire us to understand how to design the structure of a tower defense game using OOP programing skills we learned form lectures.

In enemies moving, I got inspiration from “Teach with Tim” tutorial video (url = <https://www.youtube.com/watch?v=iLHAKXQBOoA&list=PLzMcBGfZo4-nTARLniGMmigJT7P17wDDX>) about how to moving enemies in a certain path. I follow his idea and trying to rewrite this code to making moving the object in the certain path. I also used his idea to print location of point in surface to make sure the location of the path.

The game assets or game elements png files are mostly download on CRAFTPIX.NET. I have purchased 2 packages of sets "ARCHER TOWER GAME ASSETS" and "Magic Tower Game Assets ", which including tower and archer and some button images. Authority of download and used these assets in project is available. The map and other elements are designed by group member Tianshi Sun.

Reference:

game assets resource: CRAFTPIX.net: url: https://craftpix.net/product/tower-defense-2d-game-kit/

Tower denfense tutorial video: url: https://www.youtube.com/watch?v=iLHAKXQBOoA&list=PLzMcBGfZo4-nTARLniGMmigJT7P17wDDX

CSDN tower defense tutrial: url: https://blog.csdn.net/qq\_41620823/article/details/103741989