The Python Wizards Project

Listed is the classes we each created and other contributions we each made. We all collaborated on the game class.

Brody:

Classes:

* RandomPath
* DifficultyMenu
* MainMenu
* Store
* Buttons

Other:

* Worked on everything to do with store
* Our menu specialist

Matt:

Classes:

* Tower
* Missiles
* Base

Other:

* Worked on everything to do with towers and missiles
* Context Menus
* Tower upgrade algorithms
* Missile targeting

Sandesh:

Classes:

* Leveling
* TextGame
* HighScore

Other:

* Created the leveling algorithm

Robbie:

Classes:

* Enemy
* ImageLoader

Other:

* Worked on everything to do with enemies
* Game over and win screens
* Pause/unpause and startRound buttons
* Added the images to the main menu
* Added all the images to objects