1. **Overview:**

Our project is a tower defense game written in C++ using the SFML library. The goal of the game is to survive 10 rounds of enemies with increasing difficulty each round to win the game. The enemies will attempt to reach the end of a predetermined path. The player can stop them from doing so by building towers in exchange for credits, which are earned through defeating enemies.

Towers are also upgradable to deal with enemies in the latter part of the game. There are multiple types of enemies, towers, and functionalities like hit points, attack point, attack radius, …

1. **Software structure:**
   1. Overall architecture:
   2. External libraries:
   3. Game:
   4. Tower and Enemy:
   5. Map:
   6. User Interface:
2. **How to build and use software:**
3. **Testing:**
4. **Work log:**