**CIS 350, Winter 2025, Group Term Project Information**

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| **Project Name** | YummyTD |
| **Brief Description** | This is a tower defense game that features rats that are protecting their home from outside threats |
| **Team Members** | Austin Smith, Gabriel Bushong, Angel Mejia-Velasquez |
| **Language/IDE/Tools** | Language(s): Python  IDE: PyCharm  Source code control: Git, GitHub  Use case diagrams and Class diagrams: LucidChart  Unit testing tool: pytest  Code coverage tool: coverage.py at <https://coverage.readthedocs.io/en/7.4.0/> |
| **Product functionality as a list of features (*product backlog* in Scrum terminology):**   * Currency System * Rat (Tower) Class * Enemy Class * Sound Effects * Tower to Enemy tracking * Lives system (for losing a level) * Save feature * System for different levels/rounds * Tips/Dialogue * Visually appealing UI * Animation for actions | |