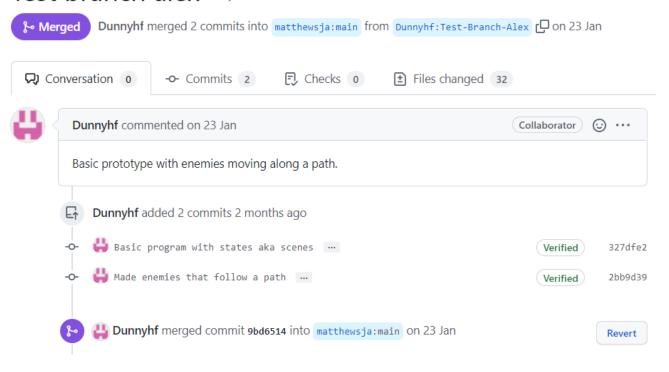
Github route for our codes: <a href="https://github.com/matthewsja/asp8\_TowerDefense">https://github.com/matthewsja/asp8\_TowerDefense</a>
Testing branch: <a href="https://github.com/matthewsja/asp8\_TowerDefense/tree/testingSetup">https://github.com/matthewsja/asp8\_TowerDefense</a>

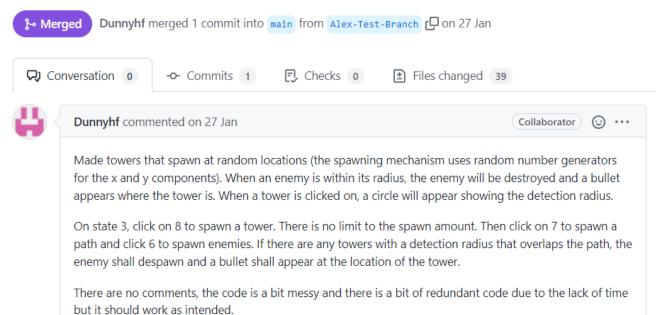
# The pulling requests history for the **main branch**:

រា	0 Open ✓ 17 Closed	Autho
go	<b>Cleanup</b> #17 by matthewsja was merged 2 days ago	
مع	Added text descriptions #16 by FredaXYu was merged 18 days ago	
مع	Changed map tiles #15 by FredaXYu was merged 19 days ago	
٦	Freda changed slightly on Jeremy's latest version. #14 by FredaXYu was merged 20 days ago	
مع	Adding the happy end screen #13 by matthewsja was merged 21 days ago	
٦	Merge back to matthewsja repo #12 by matthewsja was merged 21 days ago	
مع	Updating to begin adding tests for the games code #11 by matthewsja was merged 22 days ago	
8	<ul> <li>Adding build production NPM options</li> <li>#10 by matthewsja was merged 23 days ago</li> </ul>	
8	* Alex added comments; XYu changed pictures. #9 by FredaXYu was merged 24 days ago	
8	* changed pictures and music #8 by FredaXYu was merged 25 days ago	
8	Delete redundant files #7 by Dunnyhf was merged on 21 Feb	
8	* Tiled map #6 by Dunnyhf was merged on 13 Feb	
3	Feature/audio manager #5 by matthewsja was merged on 12 Feb	
3	Towers that detect enemies  #4 by Dunnyhf was merged on 27 Jan	
8	Revert "Towers that detect enemies" #3 by Dunnyhf was merged on 27 Jan	
1	Towers that detect enemies #2 by Dunnyhf was merged on 27 Jan	
1	Test branch alex #1 by Dunnyhf was merged on 23 Jan	

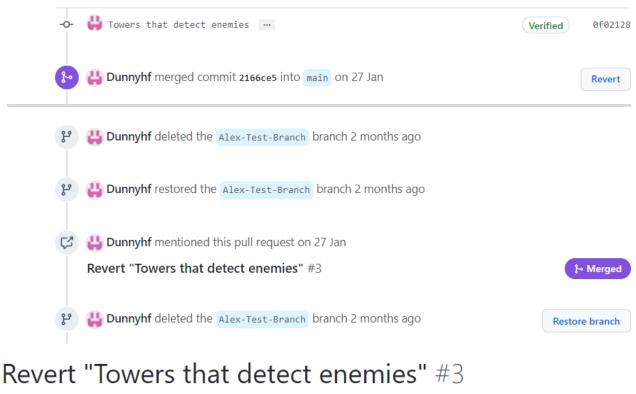
#### Test branch alex #1

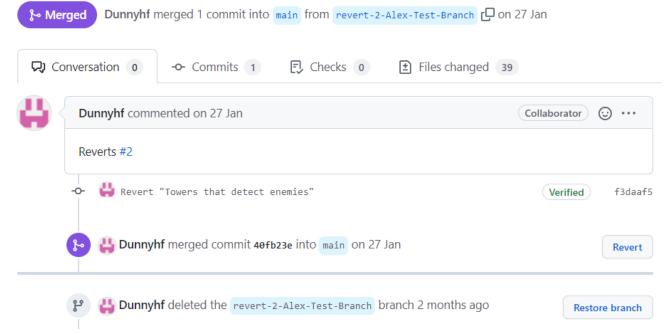


## Towers that detect enemies #2

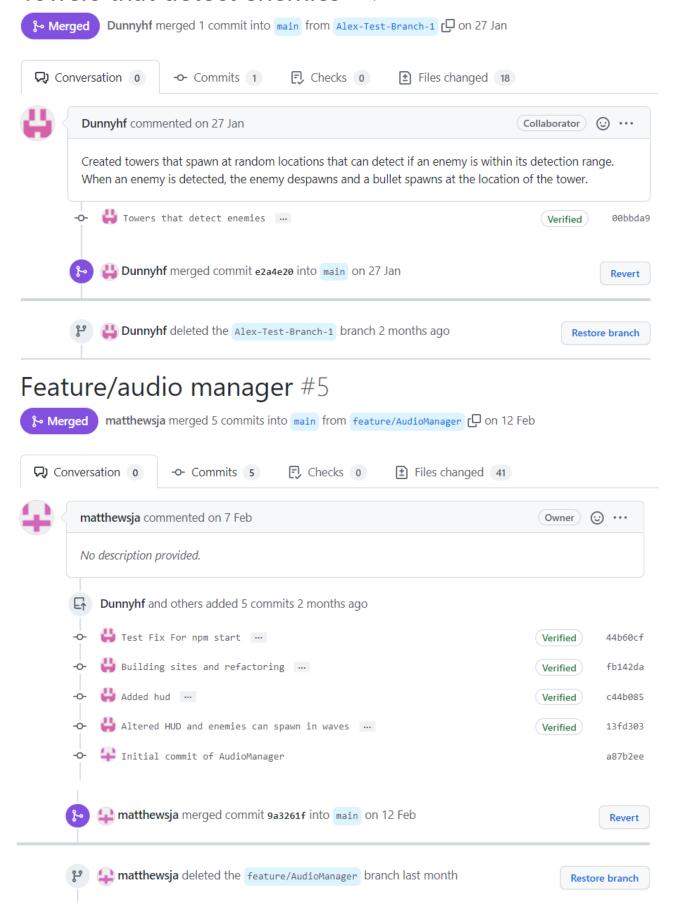


Future plans are to make the bullets move to the enemies and hit them.

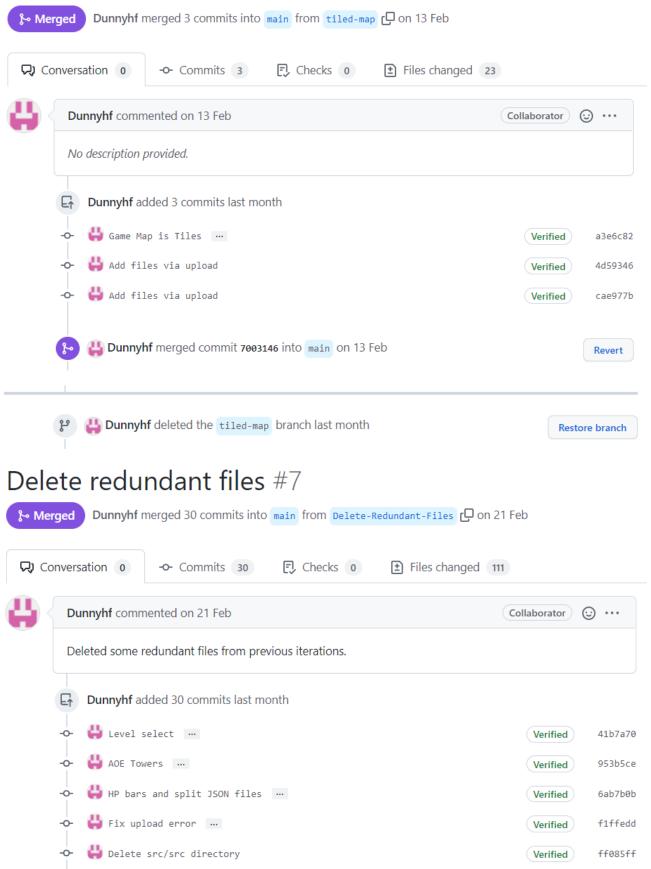


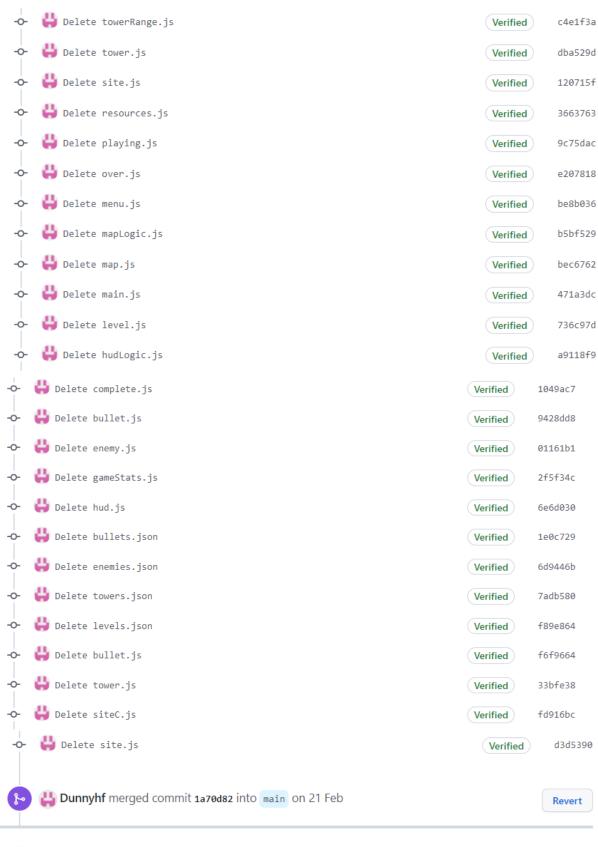


## Towers that detect enemies #4



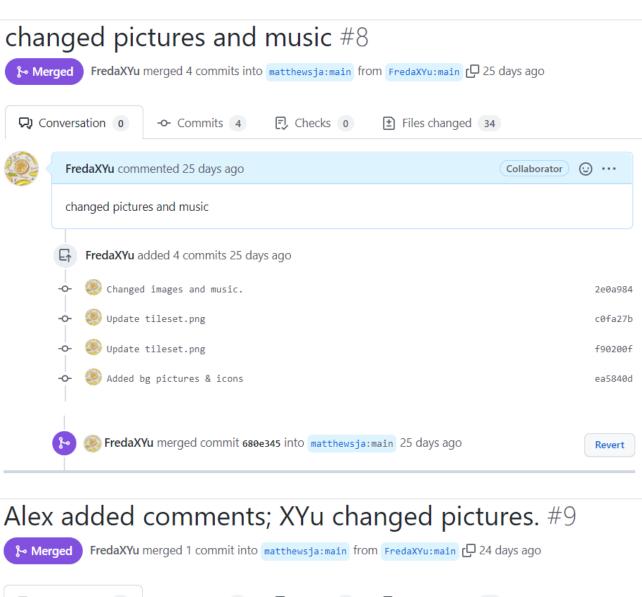
## Tiled map #6

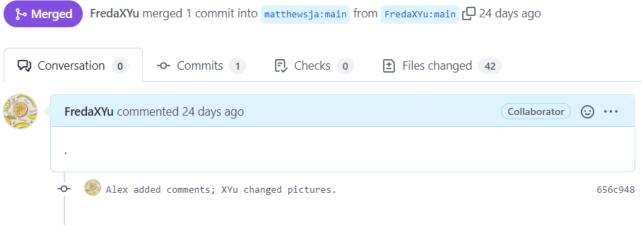




P Dunnyhf deleted the Delete-Redundant-Files branch 29 days ago

Restore branch

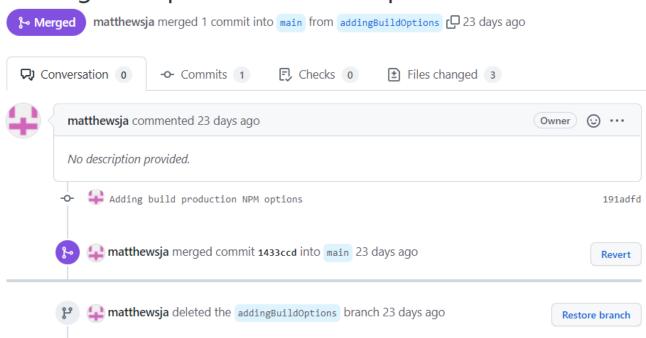




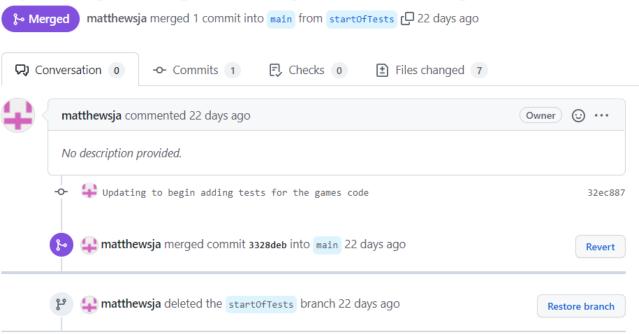
Revert

Natthewsja:main 24 days ago

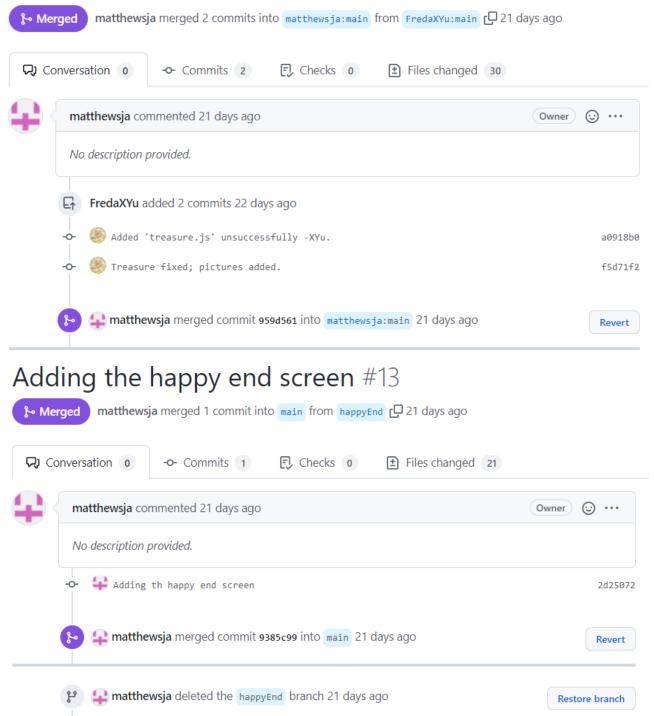




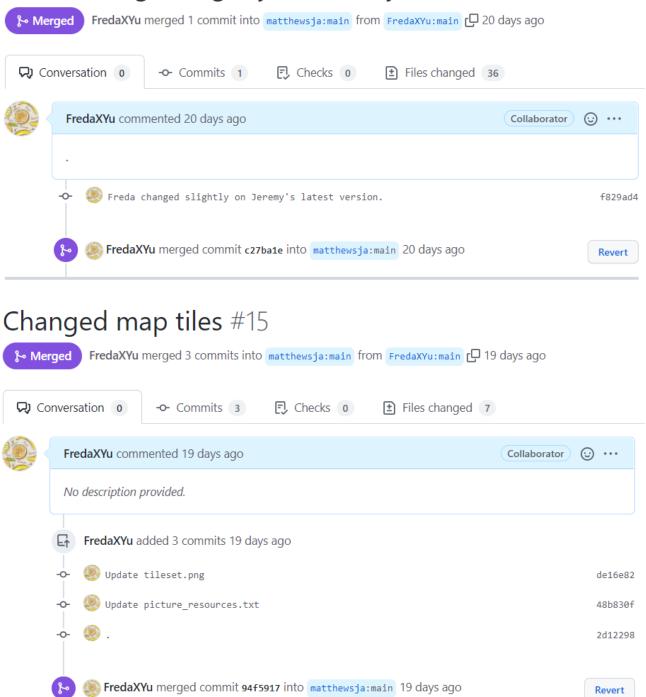
# Updating to begin adding tests for the games code #11



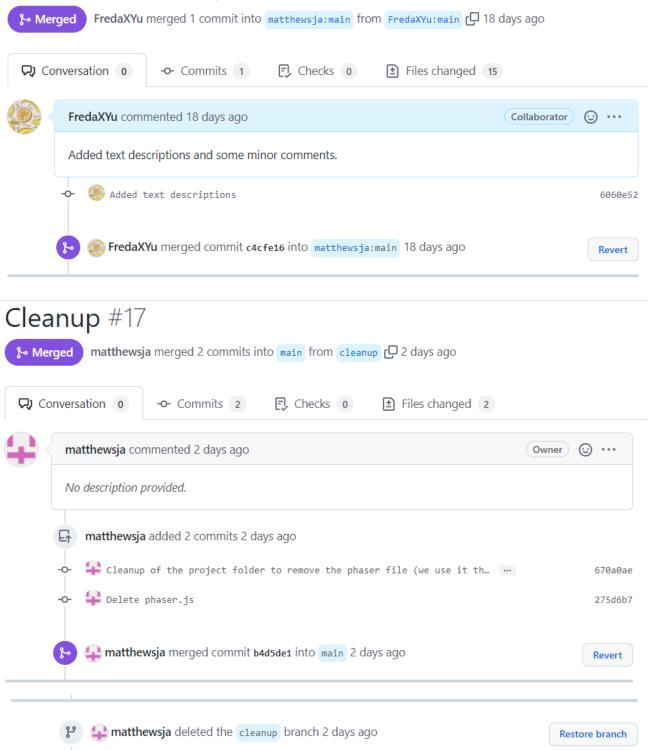
# Merge back to matthewsja repo #12



## Freda changed slightly on Jeremy's latest version. #14



# Added text descriptions #16



### All of the commits:

