Developer Manual

Team 5 Guys

A red and black logo

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# Environment Setup

# High Level Overview

## Context Diagram

A diagram of a computer

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## Class Diagrams

### Enemies

A screenshot of a computer

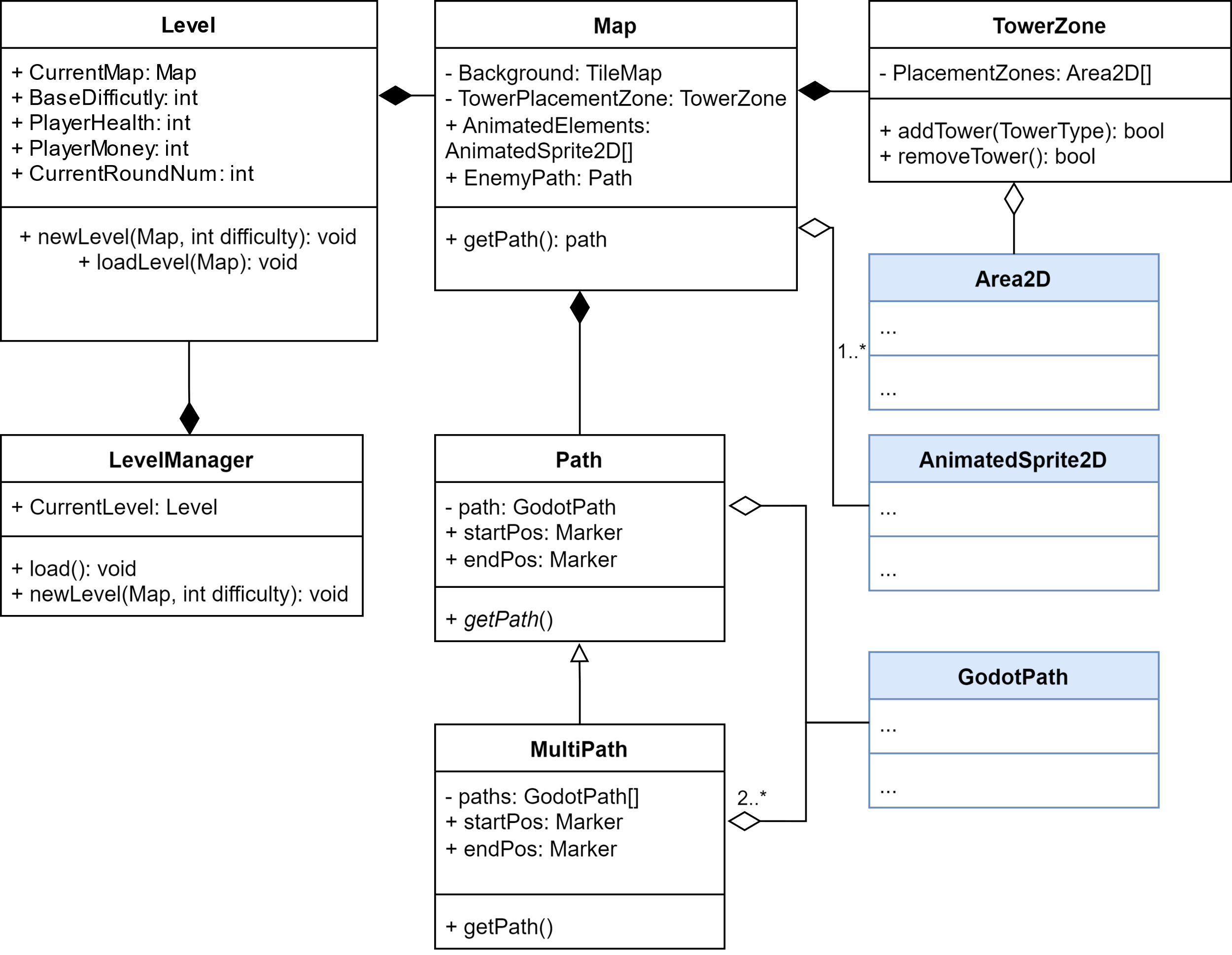
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### Towers

A diagram of a tower

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### Level Manager



### Round Manager

A computer screen shot of a computer

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### User Interface

A diagram of a menu

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# Scenes (Prefab Equivalent)

## Introduction to Scenes

There is no concept of a prefab, there are however scenes. Scenes allow us to get the general structure and functionality of an object figured out using Godot’s node system. Once the scene is created you can, use the scene to define other scenes, or use it in your game.

The general structure for Kill Mo’ Chickens will be:

Each feature will have some collection of scenes associated with it. Each feature’s scenes will be connected to a main scene that will mediate a connection for the scenes where needed.

## Creating a Scene

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# Documentation

# Test Plan

# Static and Dynamic Binding

# Patterns

# Code Reuse