

# CMPE 202 **AKATSUKI**

CS Unplugged Team  
Project

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# Team

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# Cipher Wars

- What it is?

Decode the cipher  
Save your city!



# Design Pattern Implimentation

- Factory Pattern
  1. For creating maps
  2. For Creating Cipher Object
  3. For Creating Enemy Object
- State Pattern: For maintaining state(new game, game over etc) of game
- Strategy Pattern: For Attacking Cities
- Class Diagram

# Highlights Of The Game

- Multiplayer scope with restlet implementation.
- Use of Algorithms to encrypt and decrypt.
- Object Oriented Approach.
- Can easily be extended with more algorithms.

# LINKS

- Github repository : <https://goo.gl/PyVoe4>
- Team's Task Board : <https://goo.gl/6AdTxt>
- Teams Burndown Google Sheet : <https://goo.gl/8PCxDI>
- Kanban CFD Google Sheet : <https://goo.gl/9jpWI0>