

## Team Unity : Sp4ce Adventures

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### Project Tracker

- Pivotal: <https://www.pivotaltracker.com/n/projects/1974261> (Rarely Used)
- Slack: <https://softwaredevteamof3308.slack.com> (Used Often; You will need to sign up for the Slack here, though: <https://softwaredevteamof3308.slack.com/signup>)

### VCS Repository

- Github  
<https://github.com/kabo2956/TeamUnity>

### Screenshots of Contributions



## Deployment

-In order to deploy, there will be three executable files inside of the github repository.

- One Mac OS X executable
- One Windows executable (Inside Space Adventures Directory)
- One Linux executable

Just download the repository, and execute either the Mac OS X executable or the Windows executable!

## Auto-Documentation

We used Doxygen to auto-document the code that we have written.

Auto-generated docs are in

<https://github.com/kabo2956/TeamUnity/tree/master/Documentation/html> or  
[https://platplat48.github.io/Sp4ce\\_Adventures\\_Documentation/index.html](https://platplat48.github.io/Sp4ce_Adventures_Documentation/index.html)