



<b>Module</b>	SEPR
<b>Year</b>	2019/20
<b>Assessment</b>	2
<b>Team</b>	MiKroysoft
<b>Members</b>	Daniel Crooks, James Rand, Irene Sarigu, Alfie Jennings, Charlotte Clark, Jasper Law
<b>Deliverable</b>	Developer Manual
<b>Website</b>	<a href="https://mikroysoft.github.io/">https://mikroysoft.github.io/</a>

## Languages/frameworks we used

Java

(<https://docs.oracle.com/en/java/>)

Gradle

(<https://gradle.org>)

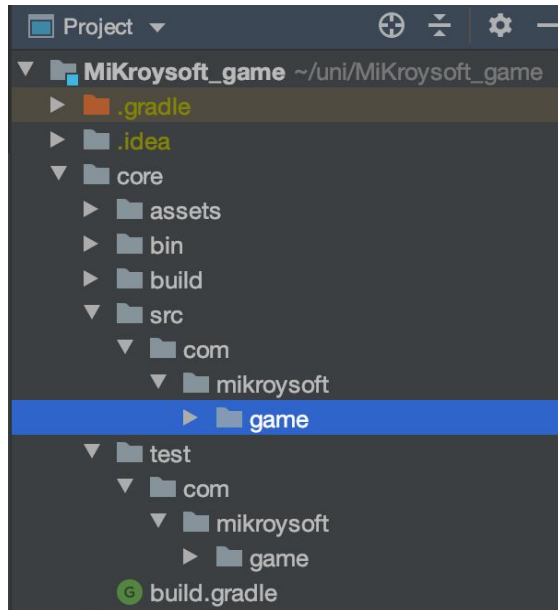
Libgdx

(<https://libgdx.badlogicgames.com>)

## Testing

We used Junit (<https://junit.org/junit5/>).

## Folder structures



To find our unit tests go to core/test/com/mikroysoft/game

To find the game classes go to core/src/com/mikroysoft/game

## Commands used on the terminal

./gradlew desktop:run → Runs the game

./gradlew core:test → Runs all the test