



# Guardwell



Tower Defense Game



# Guardwell

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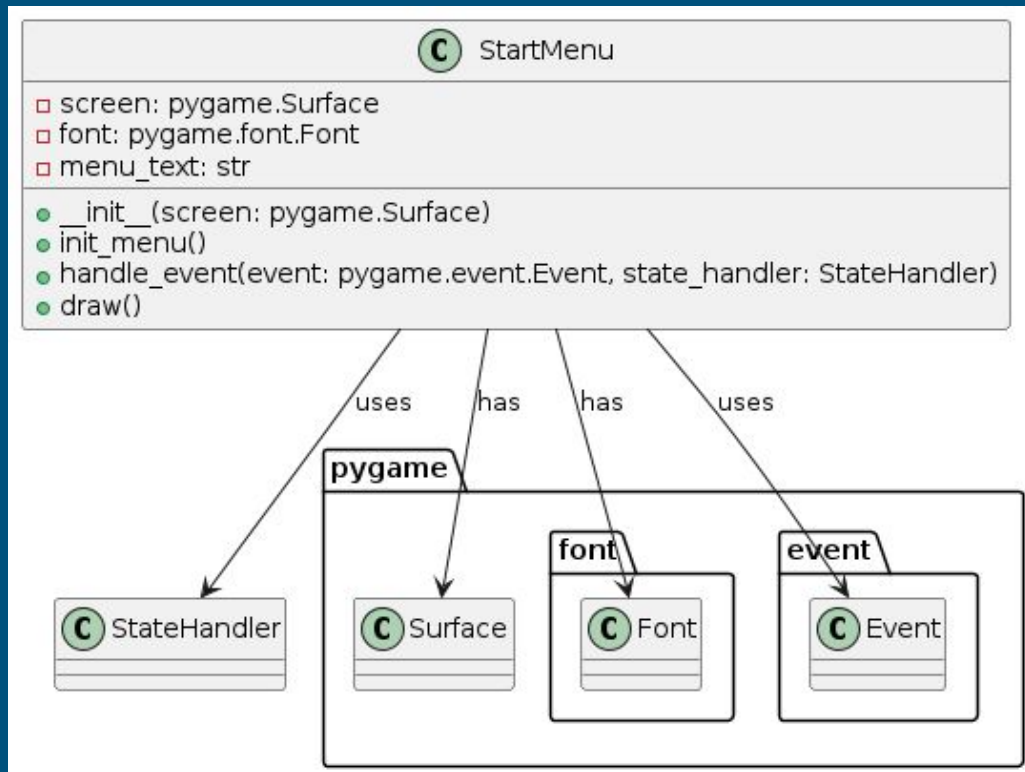
- Created using python along with the pygame library
- Communicated with Discord
- Github Repository

# Demo

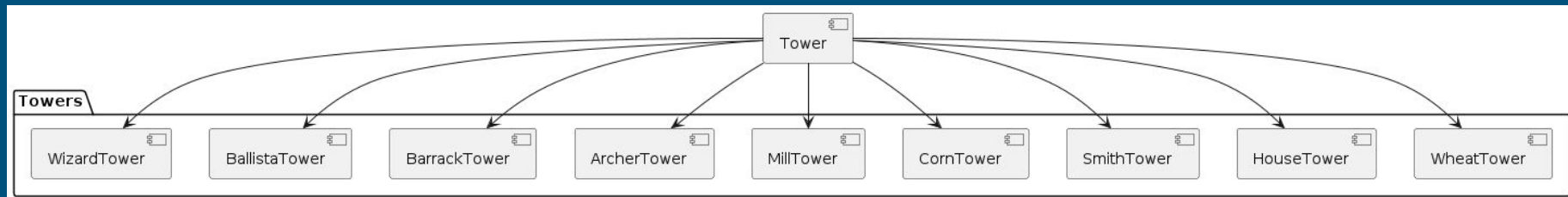
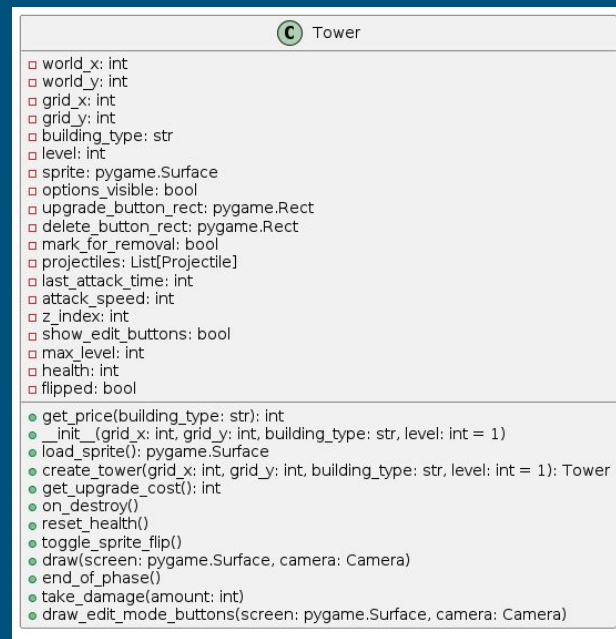
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<https://youtu.be/dcFdk5Z9Low>

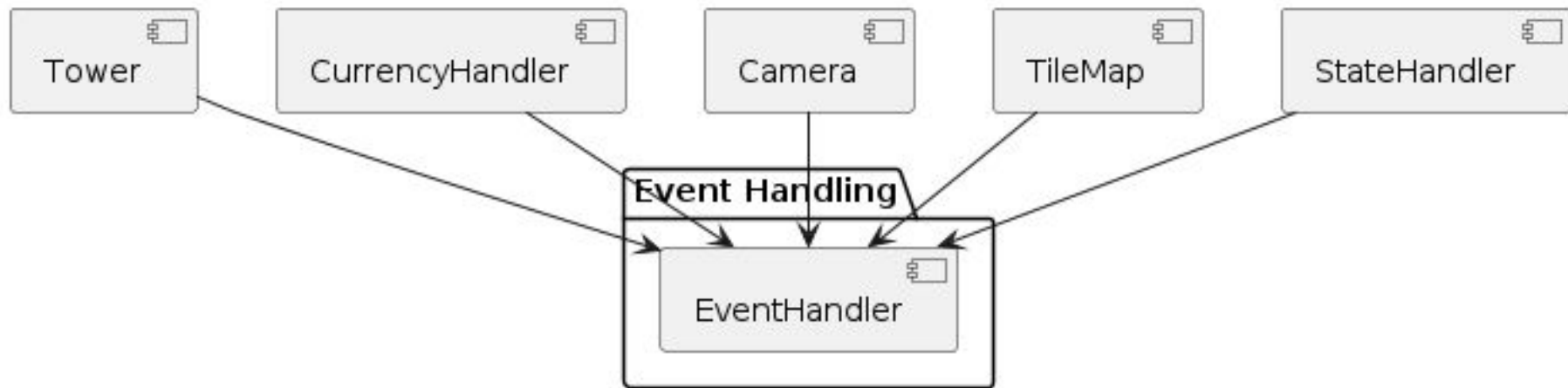
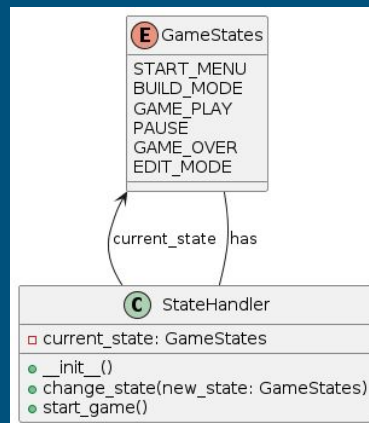
# Singleton



# Abstract Factory



# Observer



# Testing

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- Unit Testing for all aspects
- Mocking/Patching for isolation and control in unit tests
- Hypothesis Testing for projectile's 'falling off the map' when missing entities
- Pycov for CI-CD pipeline with continuous testing
- Mypy to eliminate type errors

# Software Management Tools

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Github



Discord



Adobe Creative Cloud



# Division of Tasks

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Owen - Communication, Project Management, Testing

Kevin - Logic, Game Function

Mauricio - Game Design, Documentation

Lauren - Graphics, Front-End Design, Logic