**Project name**:
Mirror Matches

Team members:
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Final State of System:
We implemented pretty much everything we set out to do. We implemented the attacking and moving behaviors we planned on, made the map horizontally symmetrical, and created a log for attacks hitting or missing and the chance that the shot landed. We originally planned to implement the Singleton pattern, but upon running into issues with the Unity flavor of C# (namely the required Monobehaviour hierarchy) we decided to implement the Command pattern instead. Otherwise, everything went according to plan.

Final Class Diagram:
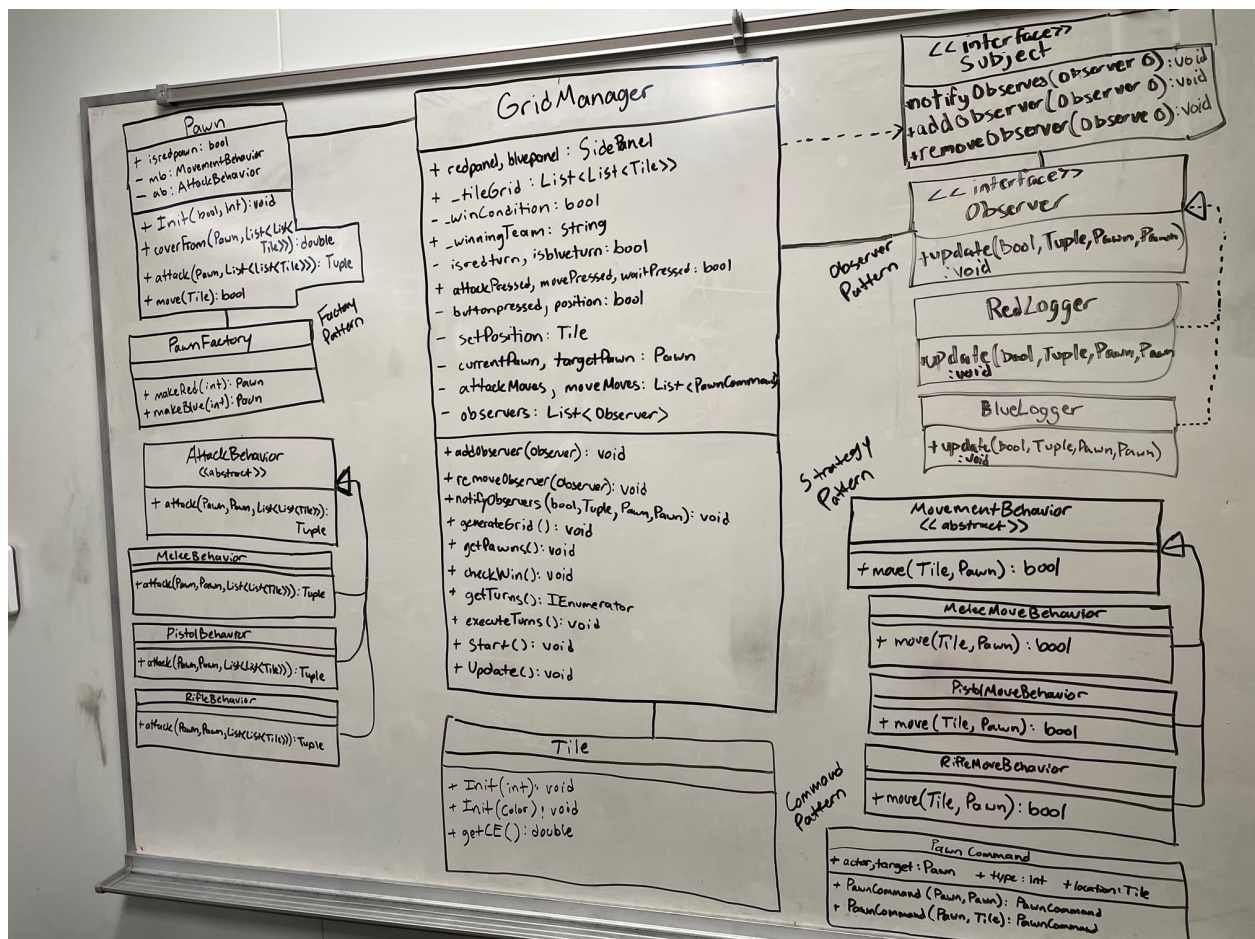
Third-Party Code Usage:
We used tutorials/guides found online for:

- The skeleton of our Tile grid system:
  - ▶ Create a grid in Unity - Perfect for tactics or turn-based games!
- Mouse interaction: https://learn.unity.com/tutorial/onmousedown#

We also looked up syntax for various small items, but didn't really use any code we found for those instances.

Statement on OOAD Process:

OOAD paradigms were very helpful for us; I can't imagine writing this code without the classes we made.However, when we first began our project, we were more concerned with getting Unity to work. In the very early stages of our project, we were more focused on getting things to render in Unity and not crash. After getting the basics up and running (tilemap, pawns), we added our code with OO paradigms and design patterns.

Code Submission:

Here is the link to our repository: https://github.com/seto2103/OOAD_Projects/tree/Temp

In order to run it on your own machine, you will need to install the version of Unity we used (2021.3.4f1)

Please use the branch called 'Temp' and not the one called 'Project 6' - sorry about any confusion!