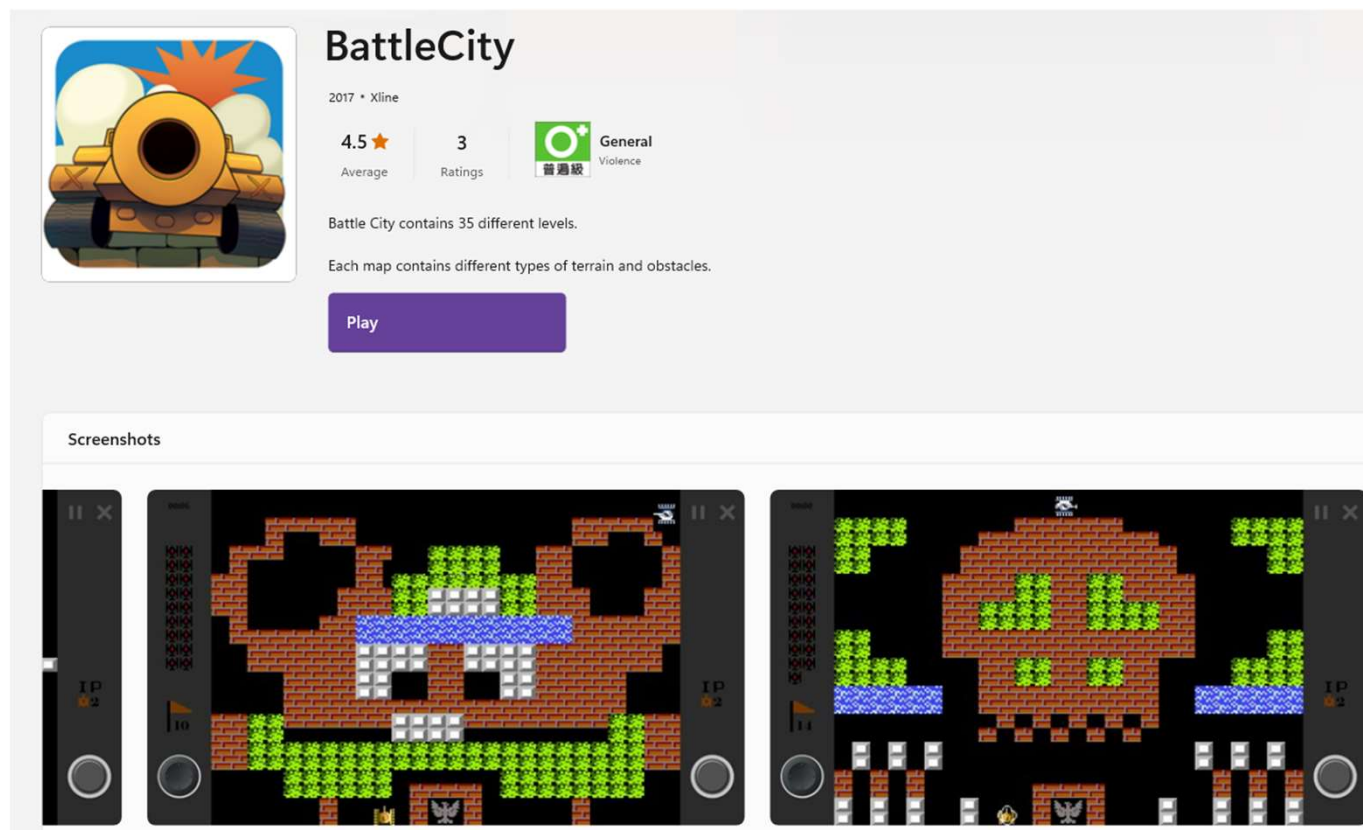# Final Project

Battle City Using Qt C++

Battle City

Game rules: https://strategywiki.org/wiki/Battle_City/Gameplay

Additional Requirements

- Must support single player & two-player battles

- Must be able to pause & save the game

- Must have a historical score board record

- Must use project management tools to make project plan, set milestones, and assign tasks to members

- Must use GitHub to manage file versions (source code only)

- All the documents must be placed in one place
  - All the meeting minutes
  - Requirements, use-case descriptions, StarUML file
  - The project ZIP archive
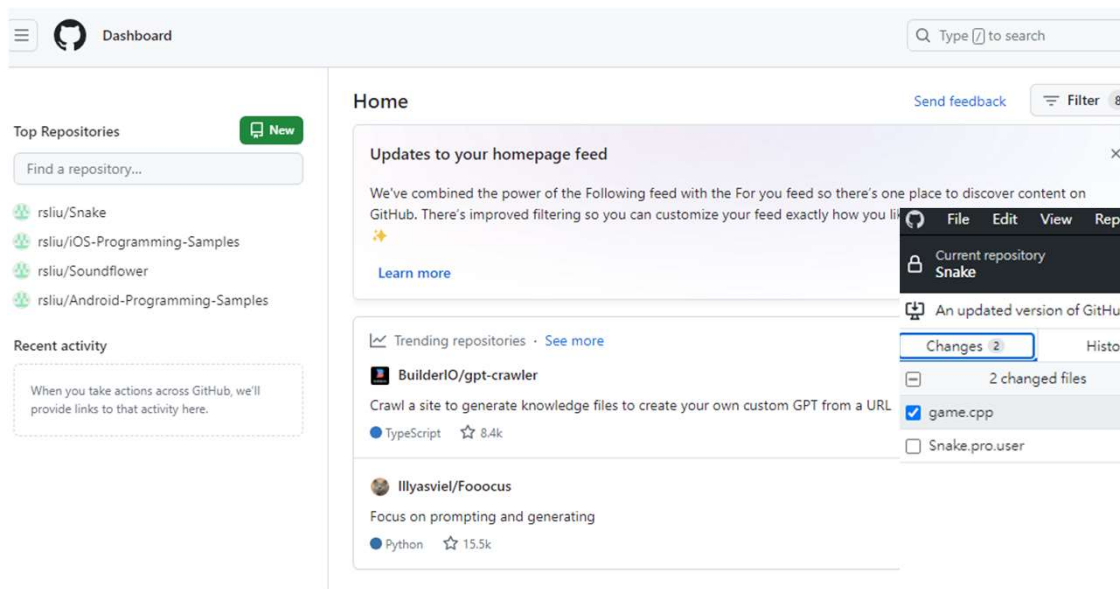
Asana – Project Management

- Asana for windows: https://asana.com/zh-tw/download
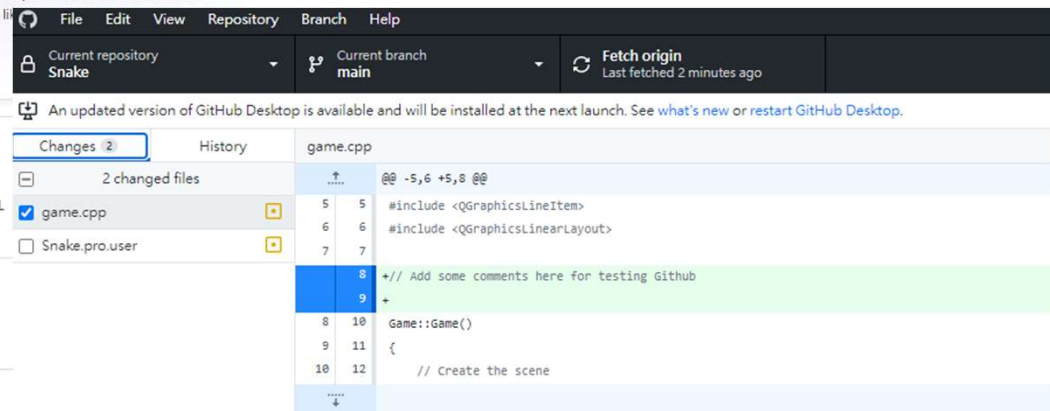- Tentative, still looking for better options….

Github – Version Management

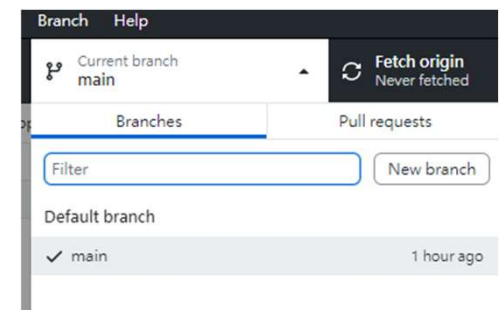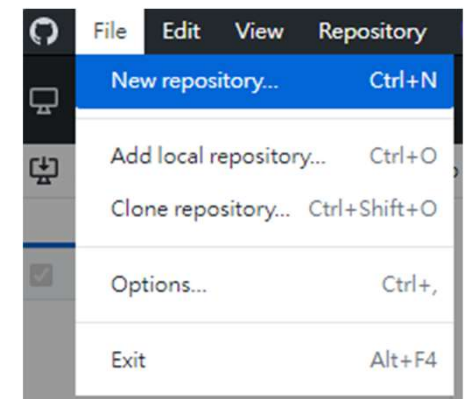- Sign up & download: https://github.com/

Web Interface

Windows Interface

Github Tutorial

- Create a new repository using the web interface and add initial project files to the repository (main branch)

- Clone repository using the windows app

- Once the repository is cloned, you can modify the code and commit the changes to the main branch (require collaboration)

- It is suggested to create a new branch before doing anything (you may choose to publish your branch to the remote as well)
  - Make your change locally on the new branch
  - Once you are done, merge your branch with the main branch and commit the code to the server
    - Switch to the main branch
    - Choose branch to merge
    - Push commits to the origin remote

⚙ General

Access

⚗ Collaborators

Code and automation

⑂ Branches

🏷 Tags

⬆ Rules ▾

▶ Actions ▾

🕸 Webhooks

🖥 Codespaces

🗔 Pages

Security

◎ Code security and analysis

🔑 Deploy keys

✳ Secrets and variables ▾

Who has access

PRIVATE REPOSITORY 🚫	DIRECT ACCESS 👥
Only those with access to this repository can view it.	0 collaborators have access to this repository. Only you can contribute to this repository.
Manage	

Manage access

You haven't invited any collaborators yet

Add people