

Phase IV

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Implementation Languages

Our implementation was completed entirely in Python, using the library *pygame*.

Classes/Functions Implemented

- base_classes.py
 - RenderedBase 48 lines
 - ActorBase 24 lines
- ships.py
 - Player 5 lines
 - Enemy 4 lines
 - LaserBlaster 6 lines
 - LaserBeam 4 lines
- menu.py
 - Menu 92 lines
- driver.py
 - main 21 lines
- assets.py
 - GameSound 31 lines

Classes/Functions Not Implemented

No classes were unimplemented for this phase. All 11 Unit Tests are currently passing. However, there are still no functional/integration tests. So, some work remains to be done with integration.

References

Appendix

A. Tested, and documented (internal comments) program listings

B. Gantt Chart for Phase 4

