## General Requirements

Please define and implement the following assets in your project:

At least **1 multi-dimensional array**

At least **3 one-dimensional arrays**

1. Ball.cs -> int[] ballHorizontalDirection;
2. Ball.cs -> int[] ballVerticalDirection;
3. Data.cs -> string[] line;

At least **10 methods** (separating the application’s logic)

1. Ball.cs -> 8 methods are used
2. Data.cs -> 4 methods are used
3. MainProgram -> 2 methods are used
4. MenuSettings -> 6 methods are used
5. Rackets.cs -> 11 methods are used
6. Table.cs -> 6 methods are used

**Total:** 37 methods are used

At least **3 existing .NET classes** (like *System.Math* or *System.DateTime*)

1. System.Threading.Thread
2. System.Console
3. System.IO.StreamReader
4. System.IO.StreamWriter
5. System.Environment
6. System.Random

At least **2 exception handlings**

1. Data.cs -> LoadData() -> try-catch
2. MenuSettings.cs -> IntroScreen() -> try-catch

At least **1 use of external text file**

1. MenuSettings.cs -> IntroScreen() -> introScreen.txt
2. Data.cs -> SaveData() & LoadData() -> score.ttn

## Additional Requirements

Obligatory use **Team Foundation Server (TFS)** to keep your source code and for team collaboration (you might use <http://tfs.visualstudio.com> or <http://codeplex.com>). SVN or Git are **not** allowed. **Use TFS.**

Provide documentation **for your application** (more information below).

## Optional Requirements

If you have a chance, time and a suitable situation, you might add some of the following to your project:

**Object Oriented Programming** (classes, interfaces, structures, inheritance, polymorphism, etc.)

• 6 classes are used ->

1. Ball.cs
2. Data.cs
3. MainProgram.cs
4. MenuSettings.cs
5. Rackets.cs
6. Table.cs

**Serialization** of the data in the text file (binary)

**Sound effects** during the gameplay

* Ball.cs -> Console.Beep()