***TELERIK ACADEMY***

***TEAM WORK PROJECT***

**Team: The Phantom Stranger**

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***GAME INFORMATION***

**Name: Sokoban**

**Short information about the game**

Sokoban was created in 1981 and published in 1982. It is an old classic transport puzzle game. The game is played on a board of squares, where each square is a wall or a floor (one line from the board between two walls is a floor). Some of the floors contains boxes and storage locations for the boxes, the other squares of the floor are empty.

**Game rules**

The player is confined to the board and may move vertically and horizontally only onto empty squares. The player can’t move through walls. If the player reaches a box, it is only possible to move the box in the current direction if the square after the box is empty. Either way the player can’t move to the current direction (in other words boxes can’t be pushed into other boxes or walls). The game’s purpose is to push all the boxes to their storage locations. If all the boxes are at their storage locations, only then the puzzle is solved.

**Game symbols guide:**

@ - > player

# - > wall

$ - > box

. - > box storage location

***URL OF THE TEAM TFS REPOSITORY***

**Link :** [**https://thephantomstranger.visualstudio.com/**](https://thephantomstranger.visualstudio.com/)