1. **Team list of “Coockie Monster”: (Name (Academy user))**

* Alexander Zlatkov (zlatkov)
* Filip Ivanov (Del7a)
* Stoyan Stoyanov (thewayofthesamurai)
* Svetoslav Manchev (slavii)
* Tsvetan Borissov (borissov)

1. **Project purpose – what problem do you solve?**

Our team prepares a multiplayer game “Tank game” for human and optionally AI players (not implemented).

On the battle field we have 2 types of objects – Moveable and static.

**Moveable** objects are players and bullets. **Static** objects are walls (destroyable and un-destroyable), “gifts” with scores and health blocks.

There is a Score board where the players’ status is displayed and the Time left of the battle.

1. **Class Diagram**

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1. **URL of the project**

[**https://manchev.visualstudio.com/DefaultCollection/Telerik-Cookie%20Monster**](https://manchev.visualstudio.com/DefaultCollection/Telerik-Cookie%20Monster)