

# TEAM "Efreet"

## WELL-BALANCED TEAM OF ENTHUSIASTS

|                   |                 |
|-------------------|-----------------|
| Васил Сарандев    | Wasilsarandev   |
| Георги Кермекчиев | jokerbg         |
| Георги Петков     | BladeScar       |
| Даниел Карадалиев | Daniel_Karadali |
| Емил Петков       | petkov_e        |
| Иван Иванов       | Nafarfu         |
| Илиян Атков       | IlIan987        |
| Пламен Тодоров    | plamenvt        |
| Христо Славов     | h.slavov        |



# Objectives

**The project is a maze-based console game and the main objective of the game is to collect treasures while you try to avoid getting caught by the angry trainers**

**Every time you collect a treasure it spawns a new one on a random location across the maze**



# Game Code

- **More than 20 methods**
- **Three mazes with different sizes and ASCII Art Intro and End screens – external .TXT**
- **The nasty Trainers are changing direction every time they reach a wall – collision detection**
- **The player has three lives and every time he meets a Trainer he must begin from starting position**
- **Audio support for key events – Intro, End, Treasure collection and for ... being caught by Trainer – ALL audio samples are custom-made**



# **Other ideas / ToDos**

- **Implementation of Dijkstra's algorithm on the bots to find the shortest way to reach the player – this will look like chasing game**
- **Implementation of BOSS FIGHT, e.g. at every 5 treasures:**
  - **extra bots appear**
  - **and / or speed increases**
  - **and / or Dijkstra chasing starts**