**Game Overview**

**All the young unicorn has to experience a hard test in the human world to become a real unicorn and go back to the unicorn world. You woke up found yourself in an abandoned trash place without any memory left in your mind. You have to figure out your identity and try to go back home…**

**Default class Program:**

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| **Program** |
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| Main()  Game game= new Game(); |

**Minimum three custom class diagrams:**

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| **Game** |
| CharacterName: string  string \_CharacterIdentity;  int \_Point = 0;    string[] memory; goodDeed :List  CharacterColor:ConsoleColor \_;    bool treasureBox ;  bool MadelienaStory ;  string[] BenjaminStory = new string[] |
| StartGame()  NameCharacter()  Choice1() |

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| **Term** |
| Word:Array  Definition: Array  Level:Int  Points:Int |
| Term(string word,tring definition, int.Level ) |

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| **Level** |
| playerLevel:Int  Points: Int  Terms: Array<Terms> |
| public Level(string[] term, string[] definition, int points) |

**Two object diagrams:**

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| **game** |
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| **Level 2** |
| Term: string[] wordList2  Definition: string[] definitionList2  Playerpoints:5 |
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Credits

//Got help from Iran in the 916 lab for syntax mistakes.  
//Got idea from Shuaib Ahmed about the random code.  
//Final magic wand graphic is from TheNerdShow.com.