Team Blackcurrant – C# OOP Course

**1. Participants:**

* iwelina.popova – Ivelina Popova
* GAlex – George Grozdanchev
* Wanker – Ivan Trendafilov
* Tcholakov – Teodor Cholakov
* Moiraine – Lyubomir Yonchev
* chezza – Mihaela Ivanova
* Nicca – Veronika Velkova
* nikolay.milenkov – Nikolay Milenkov

**2. The project:**

* A recreation of the popular game ‘Monopoly’
* The rules of the original game remain with few exceptions:
  + The game is only for two players
  + You cannot trade with the other player
  + Community and Chance cards are Software and Hardware issues; no cart for getting out of jail

**3. General requirements:**

* At least 5 interfaces (with one or more implementations) - **7 interfaces**
* At least 15 classes (implementing the application logic) - **more than 30 classes**
* At least 3 abstract classes (with inheritors) - **5 abstract classes**
* At least 1 custom exception class (with usage in your code) - **1 custom exception class**
* At least 3 levels of depth in inheritance - **3 levels**
* At least 1 polymorphism usage - **yes**
* At least 1 structure - **1 structure**
* At least 1 enumeration - **2 enumeration**
* At least 1 event (with subscribers) - **1 event**
* At least 1 design pattern – **Singleton**

**4. Optional requirements:**

- Static members (fields, properties, constructor, etc.) – **2 static classes**

- Constants, generic types, indexers, operators – **constants are used in several of the classes**

- Lambda expressions and LINQ - **yes**

- Implementation of IEnumerable<T>, ICloneable, ToString() override - **yes**

- Namespaces - **several**

- User interface (UI) – **console**

+ **two classes for delegates**