# Project Description

Our game is about a helicopter and more specifically about an Apache Combat helicopter. This helicopter must kill all the flying objects it encounters and all the ground bases. The goal is to kill as many as possible. You can shoot missiles and throw nuclear bombs. With those bombs you kill everything on the screen (except your helicopter of course). You have 3 lives and when you die you can enter the top 9 players if your score is high enough.

## Members

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## TFS url:

<https://academytelerik.visualstudio.com/DefaultCollection/TeamSnoopy>

## Clases in Apache Combat

We have several classes in our game:

* StartScreen

This is where the Main() methot is located. We have a beautifull menu with some options. Play Game, High Scores, How to Play and Exit.

* HighScores

Here we show the best players of the game if they exist.

* Game

Here is the main logic of the game.

* Helicopter

Our helicopter data is here.

* Obstacle

The data of every obstacle is here.

* ObstacleGenerator

It generates different types of obstacles at different height.

* Shot

This is where all the shots are processed.

* Collision

Every collision between helicopter, shots, nuclear bomb and obstacles is handled here.

* Window

All the drawing is done in this class.

* EndScreen

If the player has high enough score he enters the top 9 players. If not he has the opportunity to play again or exit the game.