

# Cem Suzen - IndividualGames

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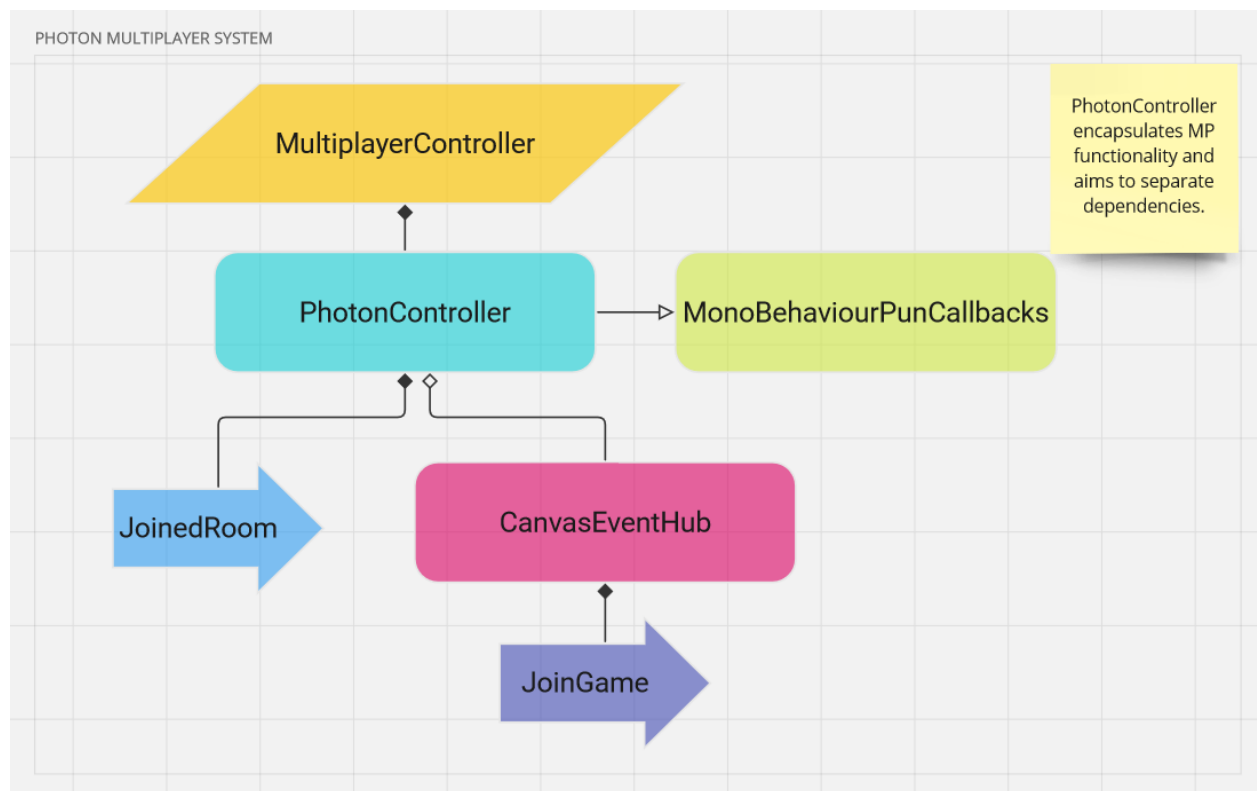
## Happy Hour Strategy Case - 27/8/2023

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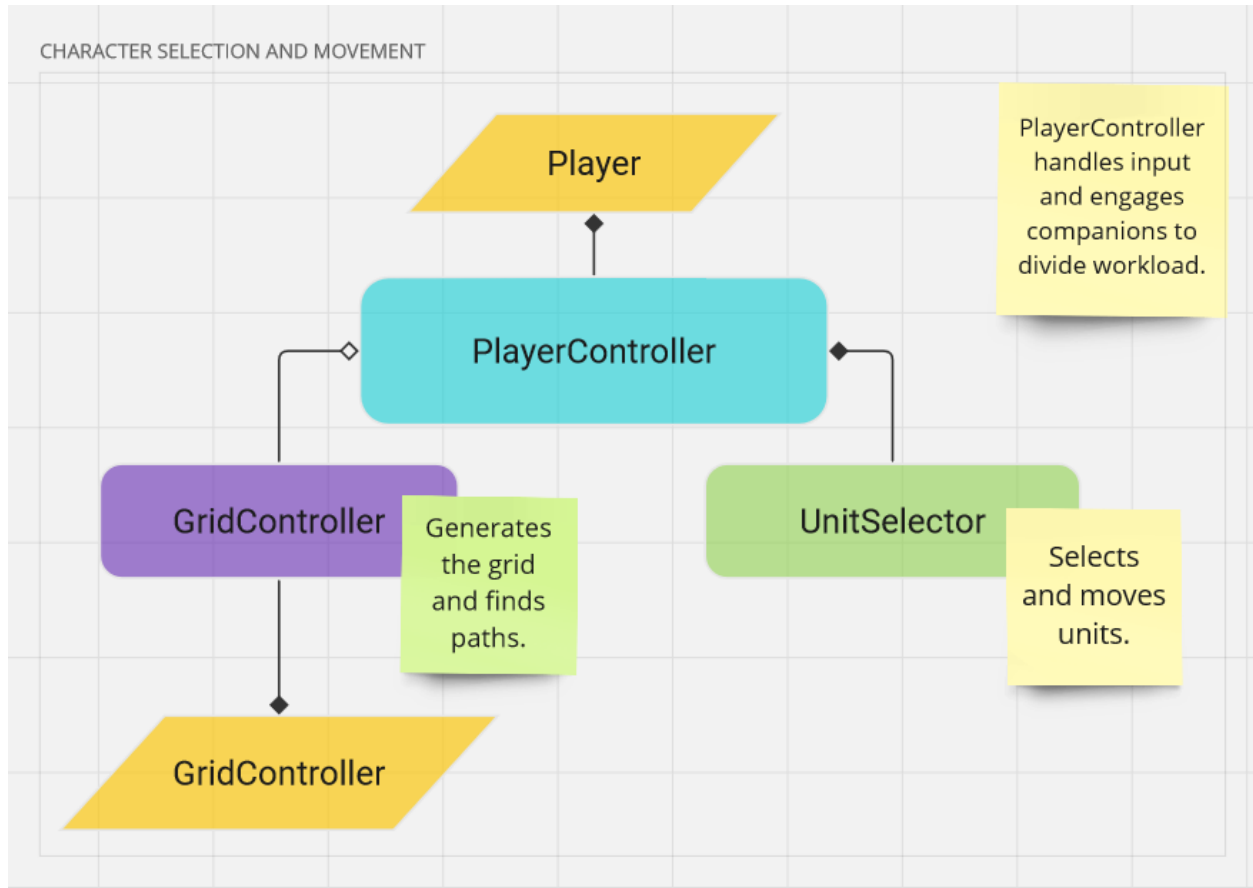
### Code Structure:

\*Meta of the diagrams provided below.

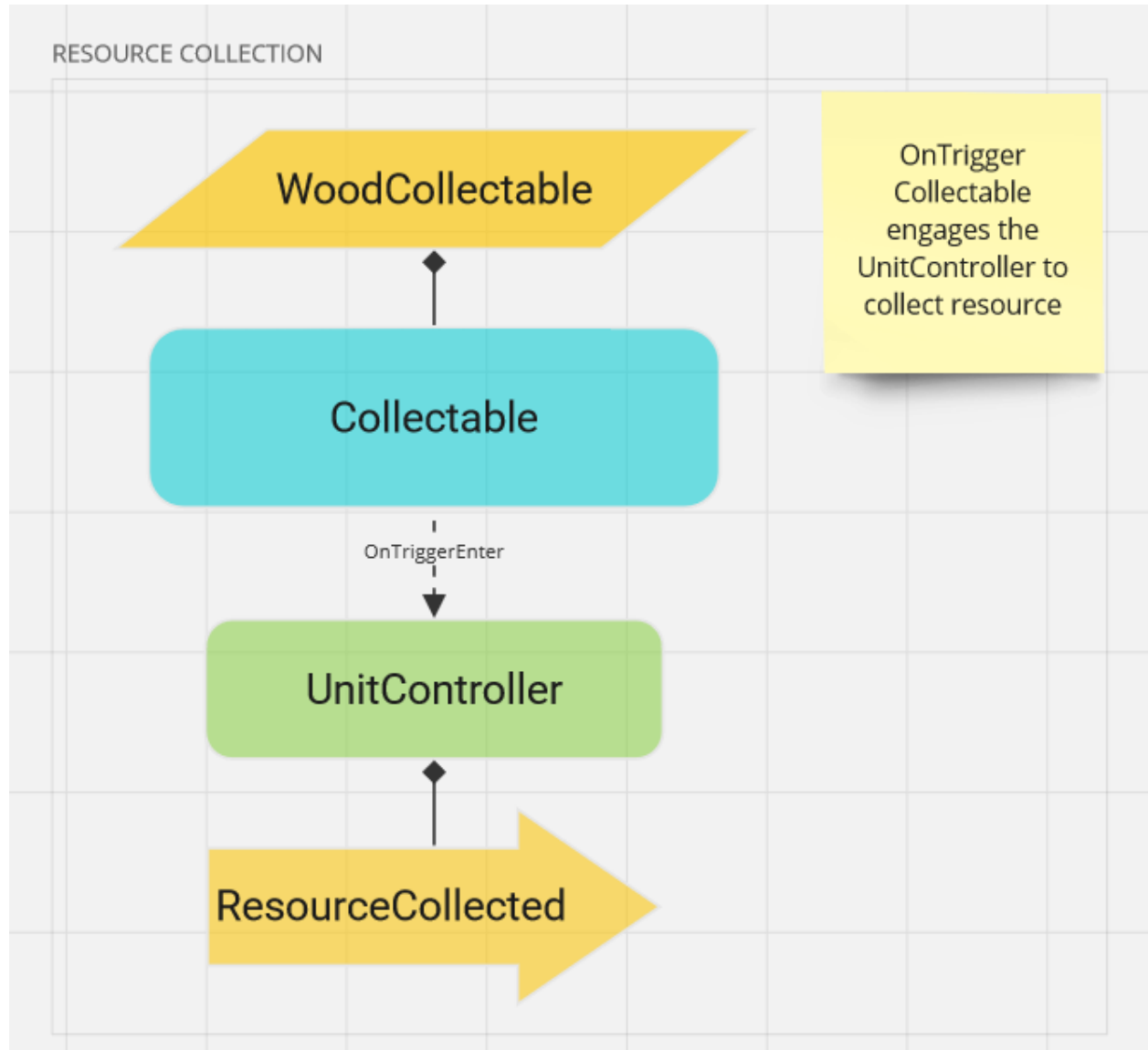
### Multiplayer Functionality:



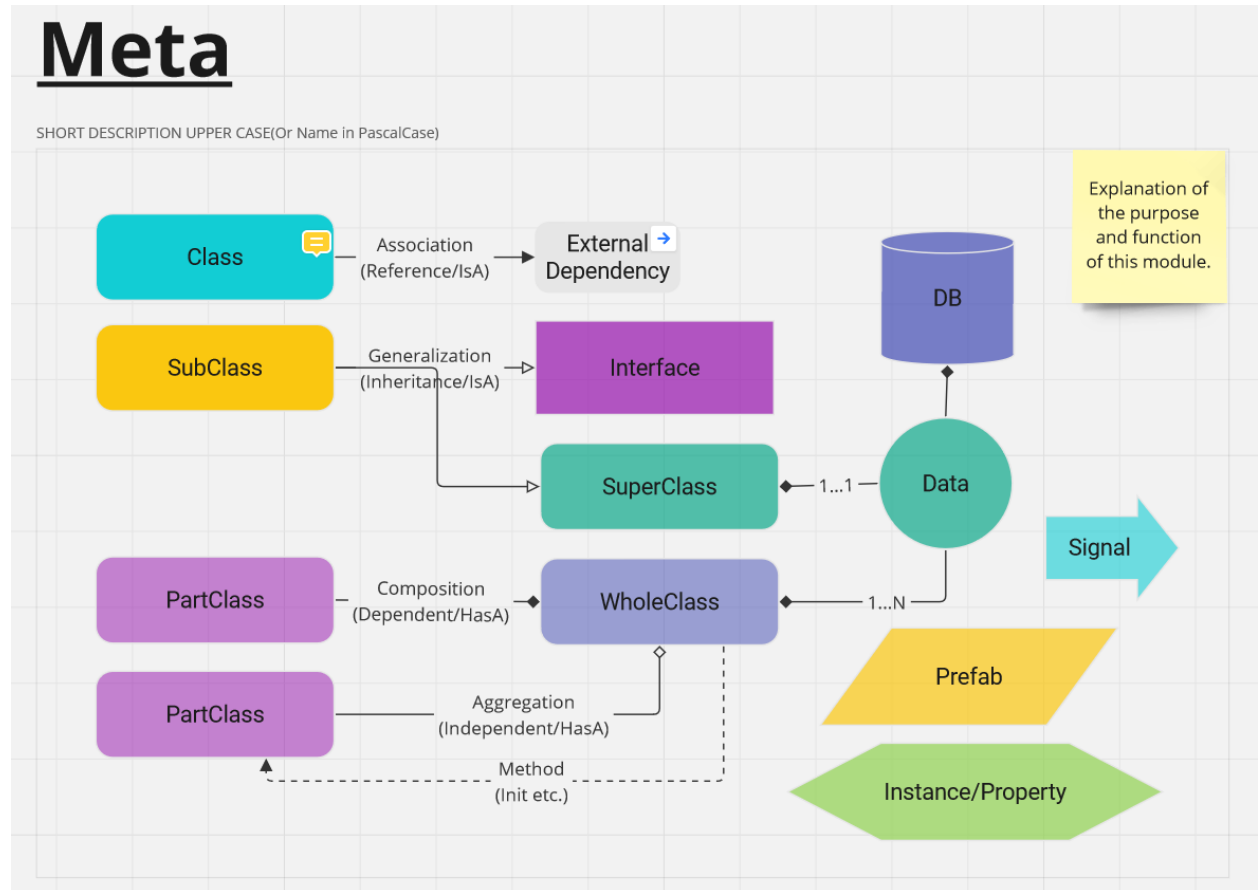
## Character Selection and Movement:



## Resource Collection:



## Meta:



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## Methodologies Used

### **SOLID, KISS, OOP, FP, DESIGN PATTERNS**

SOLID is used as much as possible to divide responsibilities, keep manageable interfaces, use DI where applicable, keep codes extensible and upgradeable.

KISS is used to keep things as simple as possible without clutter code and precise functionality.

OOP provides inner dependencies that are separating responsibilities, making code more reusable and modular.

FP is used to have as much as possible functional results rather than depending on other structures.

Design Patterns were used where applicable.