

Project name: *GameOfCodes* – A Java RPG based on Swing (JFrame) and AWT frameworks.

Team name: Tintaglia

Team members:

username	имена
absinthe	Атанас Янков
IgnatDishliev	Игнат Дишлиев
ivanmilev87	Иван Милев
m.chipilov	Михаил Чипилов
mbeleva88	Мария Белева
PetyoPetrov	Петьо Петров
rosi_korikova	Росица Корийкова
tsvetelin.tsvetanov.9	Цветелин Цветанов
typer	Георги Крумов

Team contributions:

1. Мария Белева – Code Design, Game Engine & Launcher, abstract GameObject, Student and ProgrammingLanguage classes, GameState class, StudentFactory – Factory design pattern, MouseInput handler, Constants.
2. Петьо Петров – Drawable & Updateable interfaces, PlayerCustomizationState (input name), KeyInput handler, Student's update and draw method + move logic, CollisionHandler.
3. Игнат Дишлиев - Button class, State and StateManager, calculateGrade() and addScore() method in Student class, PlayerCustomizationState (select player), studentType enum.
4. Росица Корийкова - enum ProgrammingLanguageType, programmingLanguage images, StudentScoreState.
5. Цветелин Цветанов - Display class, StudentScoresRepository-четене и писане от файл + ScoresState.
6. Георги Крумов – Graphic Design-background, enum ImageAlbum + class Assets, MainMenuState , Wizard's collages.
7. Атанас Янков - RandomGenerator class , concrete ProgrammingLanguage classes and MapInitialozor class with Wizard & ProgrammingLanguage Generators.
8. Иван Милев - ImageLoader class, Concrete Student classes.
9. Михаил Чипилов - SpriteSheet class + abstract and concrete Wizards classes, enum WizardType, implemented timer in GameState.

Source code: <https://github.com/Java-Team-Tintaglia/GameOfCodes>