Console game “Killing Ninjas”

Team “Dread knight”

# Introduction

The console game “Killing Ninjas” was developed as a team project for the C# Part 2 Course in Telerik Academy. The following description contains information about the team members, the gameplay, brief programming details, and the URL of the team repository.

# Team “Dread knight” members

The team's members have been chosen by the Academy and include the following students (ordered by first name in ascending order):

* Alexander Vutov ([vutov87](http://telerikacademy.com/Users/vutov87))
* Daniela Simeonova ([danisio](http://telerikacademy.com/Users/danisio))
* Emil Nikolov ([emil.nik](http://telerikacademy.com/Users/emil.nik))
* Kalin Hristov ([KalinH](http://telerikacademy.com/Users/KalinH))
* Kaloyan Iliev ([iliev.kalo](http://telerikacademy.com/Users/iliev.kalo))
* Miroslav Penchev ([forcodesake](http://telerikacademy.com/Users/forcodesake))
* Petya Stoyanova ([petya\_st](http://telerikacademy.com/Users/petya_st))
* Yordan Gergov ([YordanGergov](http://telerikacademy.com/Users/YordanGergov))

# Game description

## Gameplay

The game is played in the console by one player or multiplayer. The player controls a vertically moving weapon at the left side of the console, while the enemies (some of the trainers are also enemies ;)) and the rocks are moving to him. His main goal is to defeat all the enemies by shooting them with the weapon. At the beginning any of the players has five lives and earn point by shooting the enemies. The player (multiplayer) can receive some bonuses like new lives or delay of the time. Every next level the enemies are moving faster and are many more than the previous level.

## Programming details

### Used data structures:

* 1 multi-dimensional array with data about levels and points.
* One-dimensional arrays
* Lists with objects (enemies, rocks, shots, bonuses).
* Objects
  + 1. Used methods and classes

The program's logic is separated in multiple classes – Animation, Intro, End, Program and the largest one – Multiplayer. The Multiplayer class contains all methods crucial for the game experience including: moving players and enemies, drawing objects, redrawing playfield, shooting etc.

### Used .NET classes:

* Collections.Generic Class (lists);
* Text Class (IO Encoding of characters);
* IO Class (read / write file);
* Threading Class (threads - asynchronous processes);
* Media.SoundPlayer Class (Sound effects);
* Random Class (random generator);
* Drawing Class;
* Linq Class;
  + 1. Exception handlings
* Exception handling is used when handling the High Scores file and the sound files.
  + 1. External text file
* Text file for reading and writing the ranking.

You can read the source code or play the game here: <https://github.com/KalinHr/Dread-Knight>