# Teamwork Project Assignment ([C# Advanced Course @ SoftUni](https://softuni.bg/courses/advanced-csharp))

<https://github.com/KeiZar/Galaxy-Station-Defense-SoftUni-Project>

# Galaxy Station Defense – Tower Defense game

We as a team voted on different ideas, but at the end we chose to do a Tower Defense game without using a GUI(Windows Forms). The main function is a timer that moves the enemies from the right of the console to the left. We implemented a functional menu screen as well. Start game, how to play and a high score table, as well as a key to exit the game.

# Team “Juvex”

* Александър Пиларски - Alex\_P – contributed with figuring out the station algorithm and
* Георги Апостолов – exploitх – Did most of the code on enemy generation, movement and half of the work on the towers.
* Димитър Цеков – KeiZar – Full control system of player and menu. Highscore table writer and reader. Team leader with most of ideas and instructions. Merger of branches.
* Иван Станчев - Ivanstst – First implementation of towers.
* Мартин Манчев – Galvaneyes – Other half of menus – used pastebin to contribute to project.
* Виктор Георгиев – viktorsg – Did NOT responde to email notification from team leader/members – did not contribute to any part of the project.(0% of work)

We used some OOP ways to do enemies and towers in order to make it more readable and functional. Else entire project may have surpassed 1000 lines on the Program.cs file.