Sprite Team

Console game – Hole Escape

Test the luck of the driver in you by avoiding crazy holes on your road!

Team members:

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Git Repository

<https://github.com/stoberov/Team-Sprite>

Brief project description

**Resources**

We have chosen to create a basic arcade game based on the games “cars” and “falling rocks”. We’ve used external texts files to print the academy logo and the main menu, exceptions handling if the text file with the logo is missing and for trying to play missing song. We’ve also added a time span tracer to check the play time, music player and random holes generator. The game logic is separated in methods such as PirntCar(), PrintHole(), GameOverScreen(), PlaylistControls(), InfoBoard(), Main() – where the main game logic is suited, and more. The player’s car is printed using array of strings.

**When started**

Upon running the game the player will see printed the Telerik Academy logo above the name of our team. Next you are introduced to a basic main menu with the options to start a new ( N ) or closing the game ( E ). Here the player is also driven to the game story.

**Gameplay**

Using the left and right arrow-keys on the keyboard the player is able to move the car left and right. The purpose of the game is to avoid the holes or your car is going to brake after you encounter five holes, this means you have five lives and you aim to score highest score by playing longer.

On the right hand side is situated the info board showing the scores, lives and current speed of the car. The user is provided with a list of predefined soundtracks to keep him motivated. He is able to change them with the numbers from o to 2. Additional user functionality is provided with the possibility to mute the soundtrack, reset the level or exit the game.