Zariba Game Academy

Introduction to Programming

Teamwork Specification

General

You have to create your own C# Console Application Game.

Requirements

1. Each team has to choose a **Project Manager** who will present the game in front of jury. The responsibility of the Project Manager is to help with all aspects of the game development - programming, graphic design (as per the possibilities of the Console), game design, giving out the tasks and keeping the deadlines for the game. The project manager will preferably (but not mandatory) be the most experienced developer in the team. He will probably help with coding the most complicated parts of the game.
2. Choose a team name.
3. You need to create a **brief** (1-2 pages) **GDD** which should include the following information:
   1. Presentation of the team - names and roles
   2. Brief description of the game idea
   3. Graphic Design explanation
   4. Implementation and algorithms used
   5. Future plans and ideas for the game - new modes, levels, functionality, characters,... as per your idea.
4. **DO NOT PLAGIARIZE** - do not copy paste your games from the internet. Try to create your own simple game. It does not have to be original - e.g. Flappy Bird or a variation of Flappy Bird will be a fine idea, given that you do not copy paste it from the internet. If you do copy, we will know and the whole team will be disqualified from further modules in the course.
5. A completely finished game is required.

Programming and Game-specific requirements

1. Your code should be entirely in English! - no variables, structs, classes or methods should have to be translated from Bulgarian to English.
2. Name your variables, classes, methods, structs appropriately.
3. Extract the logic in Methods where possible.
4. Try to keep the best coding practices shown in lectures. Leave comments if necessary.
5. **Implement scoring system.**
6. **Implement High Score system (reading and writing from/in a file).**
7. Implement difficulties if your game idea allows for it.
8. Implement a Leaderboard (Optional Bonus Points)
9. Use Structs if you can (Optional Bonus Points)

Presentation and Deliverables

1. You will have 10-15 minutes to present your game in front of the judges.
2. You will be using the equipment in the lecture theatre.
3. You should bring your Game and GDD on a flash drive and copy it on the PC.
4. You can make a short Power Point presentation to help you present your idea (Optional).

Good Luck and Have Fun.