**Vocational school for computer programming and innovation**

**A drawing of a cartoon character

Description generated with high confidence**

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**Game Project**

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A close up of a sign

Description generated with high confidence**1. History of the game:**

Hi, I’m PsychoX.

The history of the game dates from 1980s. Dave is the main hero in the retro game that we made. He needs to save his wife from PsychoX.

A picture containing drawing

Description generated with very high confidence**2.Elements of the game:**

Hi, I’m Dave.

**Players:** Dave, PsychoX, Takoshi, The Marauders.

**Objects:** table, chair, trees, the house, mushrooms, traps and etc.

A close up of a keyboard

Description generated with very high confidence**3. Game tools:**

You need to use the arrows to move in the game.

A picture containing drawing

Description generated with very high confidence

**4. Rules of the game:**

Dave needs to save his wife from PsychoX. He needs to kill so much marauders and so many ninjas called Takoshi.

Hi, I’m the Marauder.

A close up of text on a white background

Description generated with high confidence**5. Conditions of victory:**

Hi, I’m Takoshi the ninja.

You need to kill PsychoX and his army of marauders and ninjas.

**6.Plot of the game:**

The plot of the game is based on the original retro game Super Mario.

**7. Team:**

|  |  |
| --- | --- |
| **Members:** | **Role:** |
| Plamen Kostov, 9g | Manager |
| Ilian Yanev, 9g | Game developer |
| Kristian Lalev, 9g | Documentation maker |
| Kiril Dimov, 9g | Presentation maker |
| Hristo Hristov, 9b | Game designer |
| Boris Simeonov, 8a | Game developer |
| Presiyan Stefanov, 8a | Site designer |
| Stefan Ravninov, 8a | Site designer |

A picture containing table

Description generated with very high confidence**8. Selected programming technology:**

We used Unity to develop the game.

A picture containing drawing

Description generated with very high confidence

**9.Purposes:**

Our purpose is to make a game that will distract you

from boredom nowadays.

**10.Diagram of the project:**

**A screenshot of a cell phone

Description generated with high confidence**

**11. Description of some main functions:**

|  |  |
| --- | --- |
| **The functions:** | **How they work:** |
| Main menu | The start of the game (buttons play and quit). |
| Skip button | The skip button of the scenes. |
| Scene control | Going to the next scene. |
| Character control Dave 2D | The movement for Dave. |
| Enemy behavior | How the bad guys behave when they see Dave. |