**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 confidence1. History of the game:

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 confidence2.Elements of the game:

**Players:** Dave, PsychoX, Ninjas, The Gangsters.

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

# A close up of a keyboard Description generated with very high confidence3. Game tools:

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

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# 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.

# A close up of text on a white background Description generated with high confidence5. Conditions of victory:

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:

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

# A picture containing table Description generated with very high confidence8. Selected programming technology:

We used Unity to develop the game and C# to

create mechanics of the game.

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# 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:

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| --- | --- |
| **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. |