**DWARF WARRIOR**

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5. **Introduction**

The console game “Dwarf Warrior” was developed as a team project for the ***C# Part 2 Course*** in [Telerik Academy](http://academy.telerik.com/) by the “Dwarf” team.

The following description contains information about the team members, the gameplay, brief programming details, and the URL of the Team Foundation Server Repository.

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| 1. **Team members:**  * **Ivelina Popova** ([iwelina.popova](http://telerikacademy.com/Users/cvetelinavaleva)) * **Pavel Dobranov** ([Pavel\_Dobranov](http://telerikacademy.com/Users/Drail)) * **Katerina Blaginova** ([K\_Blag](http://telerikacademy.com/Users/martin.nikolov)) * **Boyan Slavov** ([boyan.slavov](http://telerikacademy.com/Users/mmatev)) * **Chavdar Stoyanov** (stoyaneze) * **Ognyan Kossov** (kossov) * **Georgi Milushev** (georgimilushev) * **Ivan Aleksandrov** (vancuver) * **Marian Tsolevski** (tsolevski) |  |

1. **Game Description**
   1. **Gameplay:**

The player controls a horizontally and vertically moving warrior on the console while random-moving enemies are trying to shoot him down. The enemies must be hit 3 times and then they are dead. After a certain number of points is achieved the game becomes more difficult (the enemies are moving and shooting faster).

The aim of the game is to defeat all enemies by shooting them with the gun and stay alive. At the beginning the player has four lives and earns point by shooting the enemies. An enemy can be killed with at least 3 precise shots.

* 1. **Menu**

The game’s menu contains 4 options:

* **PLAY**: starts the game;
* **CONTROLS**: Leads to screen with controls explanation;
* **HIGHSCORE**: List of highscore records;
* **EXIT**: Closes the console game.
  1. **Programming details:**
     1. **Used data structures:**
* Strings;
* Lists (such as List <Coordinates[]>, where Coordinates is a structure with two fields);
* One-dimensional arrays;
* Multi-dimensional arrays;
  + 1. **Object-Oriented Programming** -> the logic of the program is separated into:
* Structure;
* Individual classes;
* Inheritance;
* Methods;
* Threads;
  + 1. **Used .NET classes** :
* Collections.Generic Class ;
* Text Class;
* IO Class (read / write file);
* Threading Class;
* SoundManager Class;
* Random Class;
* Drawing Class;
* Linq Class;
  + 1. **Using an external file:**
* Text file for reading and writing the highscore;
  + 1. **Exception handling:**
* Read / write a text file (ranking);
* Read / open audio file;

1. **“Dwarf Warrior” game URL in GitHub:**

* https://github.com/PavelDobranov/TA-Teamwork-CSharp-Part-Two.git