**Team Lime**

OOP Project Game

***Yu-Gi-Oh***

***Strategy-card game***

***( DEMO )***

***List of team members:***

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| **Ivaylo Andonov**  **https://github.com/IvayloAndonov** | Telerik profile : IvayloAndonov |
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People who did not participate ☹ :

- Emo\_Penovski

- kavpetrova

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**GitHub repository:**

https://github.com/koravski/TeamLime/tree/master/TeamLime-master

The game YuGiOh is strategy-card game.

It`s made by famous animation movie YuGiOh.

Out implementation is demo without user interface but in 2 week it will be finished.

The console player is like third person, (GOD) above play field and use commands to control the game.

There are two players ( HeroOne,HeroTwo) and they are controlled by GOD.

Possible commands are:

* **play (*Card name*)(*Player identificator* )**
* This command send Card from Hero`s hand into the field
* **attack ( Card name )(Player identificator) (Card name)(Player identificator)**
* This command choose two different cards which attack each other
* **switch ( Card name)(Player identificator)**
* This command change the positon of card , from defense to attack and opposite.

(The other will be added in 2 weeks.)

Everything from general requirements is implemented.