# Teamwork Project – Team Antida

## Project name and purpose

Our team created a 2D object-oriented role-playing game named RPG-Game in the Team-Antida GitHub repository.

## Team name, list of team members

The members of team Antida are:

* Katya Babacheva: SoftUni – katya86, GitHub - kbabachava
* Nicola Hristov: SoftUni – Nicola, GitHub – N-Hristov
* Nikolay Dobrev: SoftUni – Nicky89, GitHub - nikydobrev
* Aleksander Atanasov: SoftUni – ayatanasov, GitHub - ayatanasov
* Elelna Rangelova: SoftUni – aramle, GitHub – aramle
* Anastasiya Valcheva: SoftUni – Anichka, GitHub –anichka777

## Contribution of each member

Every member participated in brainstorming and contributed important ideas for the development of our game. All the contributions and the entire source code could be seen at <https://github.com/Team-Antida/RPG-Antida> .

## Technical description

We used Unity to implement the project.

In our game we have on player and two types of computer-controlled characters (enemies) – HellBoar and Orc.

The player can attack by shooting, jump, walk in two directions and buy items from the store – health points increase his health and more bullet force.

To control the player we chose arrow keys for walking (or D for right direction and A for left direction), C key to show information about the player, P to pause the game and I to show the inventory (store).

The enemy can walk in two directions and attack. Every enemy can be alone or in group of enemies of the same type.