

TEAM DEVIL

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The game:

Initially we wanted to recreate a game call Asteroids where the player fly's a space shuttle and shoots asteroids. To make the game more themed we decided to make the player's character a devil and his opponents – demonic creatures. We also made some other changes so that our game can be more unique.

It's a survivor type game where the player has to shoot as many enemies as possible before he/she parishes. The difficulty increases with every passed minute (more monsters start spawning). Initially the player is spawned at a fixed location with 6 health points. The character can move in all 8 directions (top, bottom, left, right, diagonals)

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- Diagonals:

- Small: It's the hardest to hit so it brings 3 points when hit.

- Medium: Gives the player 2 points when hit.

- Large: Gives the player 1 point when hit.



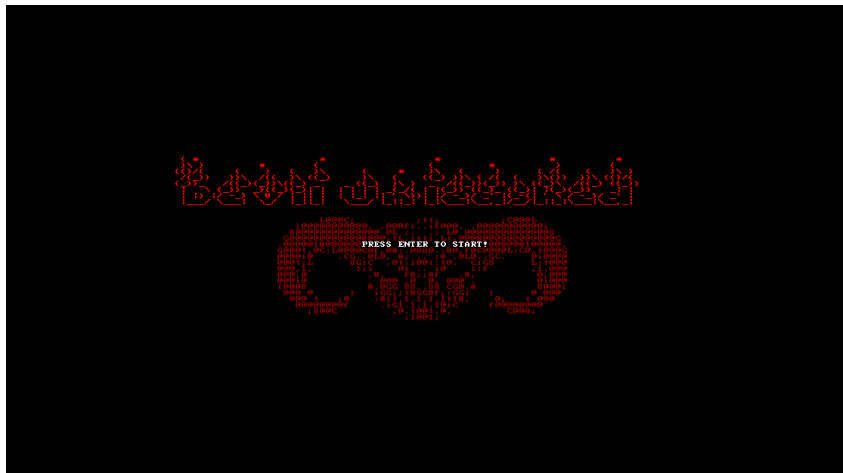
Also there's a restart game function (pressing 'y' key after the game ends) so that with a press of a button the game can start again and a pause game function (pressing 'p' button) for greater convenience to the player.

On the right side of the console screen there's a table that shows the elapsed time, player health, current score, current time and random messages that switch after a certain time.



00:21.68
score:0
♥ 5
EVIL IS GOOD!
High Score:0

Upon starting the game a start screen appears and after pressing enter the game starts.



And finally here's a screen shot of the whole game:



Link to GitHub repository: <https://github.com/baretata/CSharp2-TeamDevilGame>