

TEAM DEVIL

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The game:

Initially we wanted to recreate a game call Asteroids were 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 he can before he/she perishes. 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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- Bottom:

- Left: 

- Right:

- Diagonals:

We made it so that the player can shoot only when moving in directions – left, right, top, bottom. When moving diagonally the shoot ability is removed but so is the collision with enemies (gives the player the ability to escape in certain situations).

There are 3 types of enemies :

- 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.

When one of the enemies collides with the character 1 health point is taken. When the health points reach 0 the game ends and the player can enter his/hers nickname and the result is saved as high score(we used a txt file to store the scores).

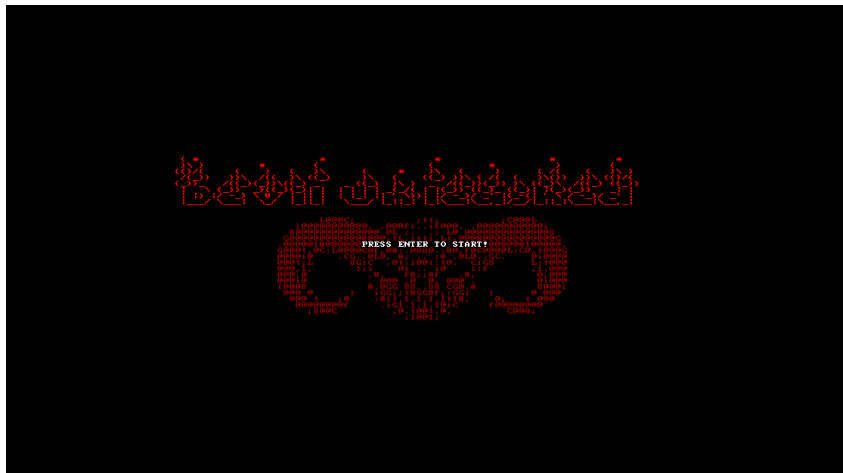
Also there's a restart game function (pressing 'y' key after the game ends) so that with a press of a button the game can start again and a pause game function (pressing 'p' button) for greater convenience to the player.

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

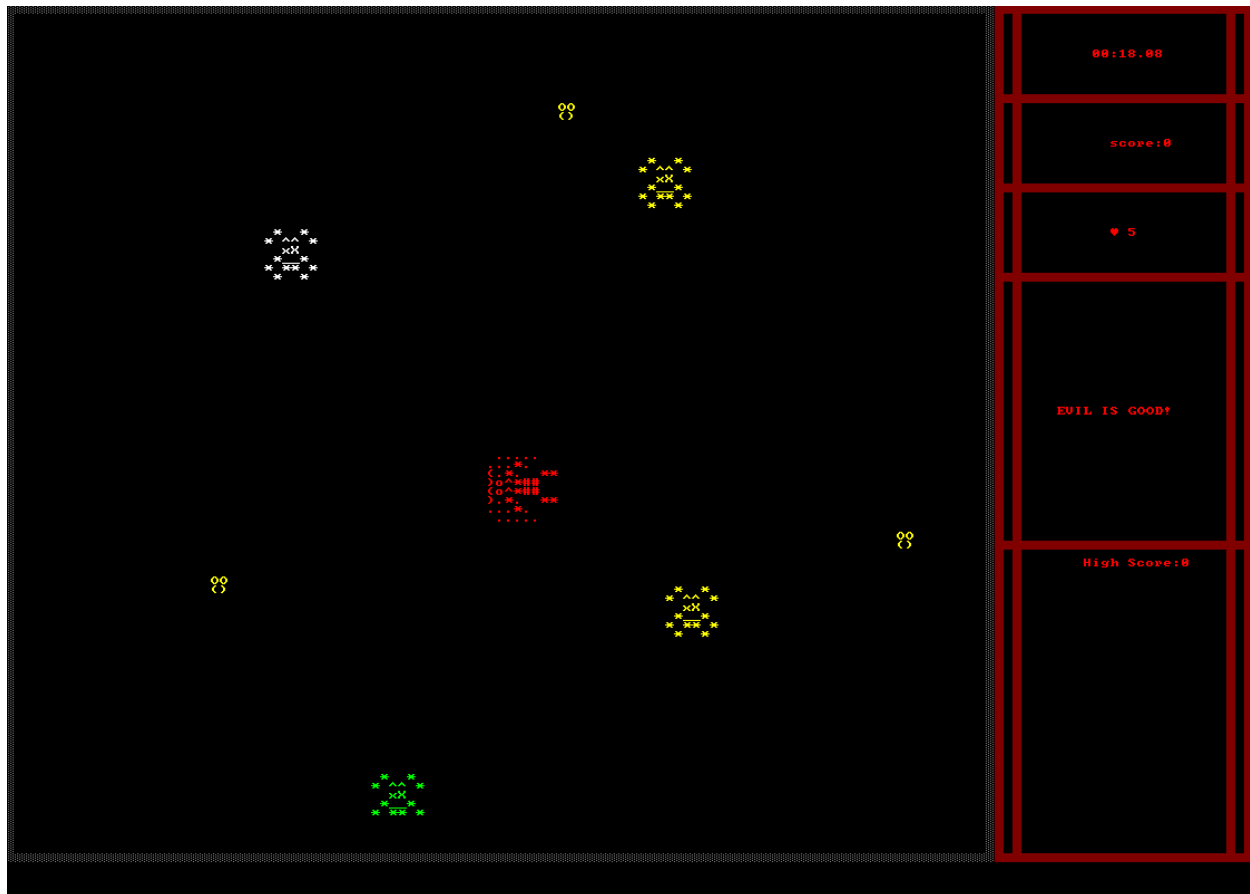


00:21.60
score:0
♥ 5
EVIL IS GOOD!
High Score:0

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>