

TEAM DEVIL

Team members:

baretata (Златко Атанасов)
Elena_Staykova (Елена Стайкова)
Goran91 (Горан Цветков)
ivo.rankov.7 (Ивайло Ранков)
tomi.hristov.5 (Tomi Hristov)
Vesk0 (Веселин Петков)
viktorDimitrov (Виктор Димитров)
ze3rax (Тодор Чамурлийски)


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), we call it “Ghost mode”.

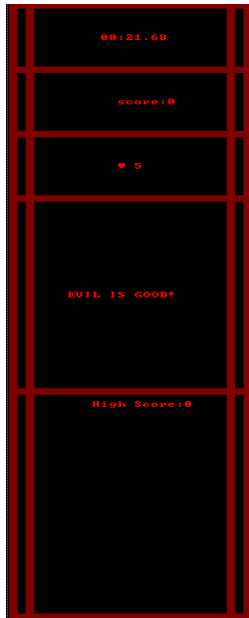
There are 3 types of enemies :

- 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.

Devil Game

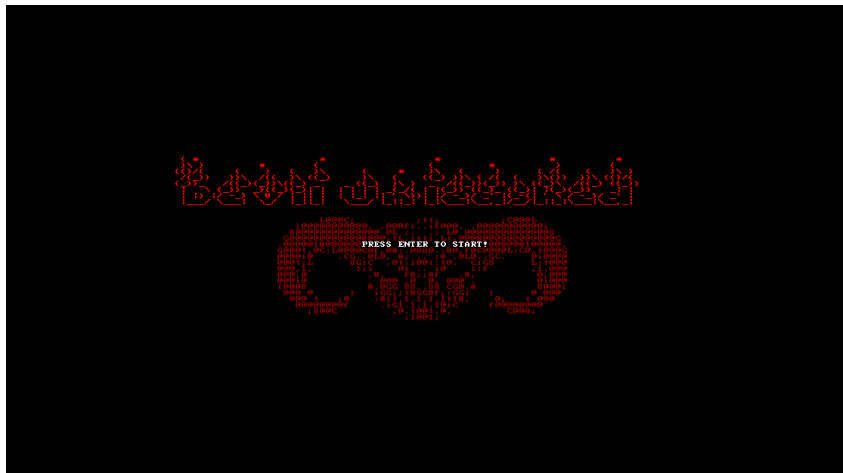
Also there's a restart game function (pressing 'y' key after the game ends) so that with a press of a button the game can start again and a pause game function (pressing 'p' button) for greater convenience to the player.

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.

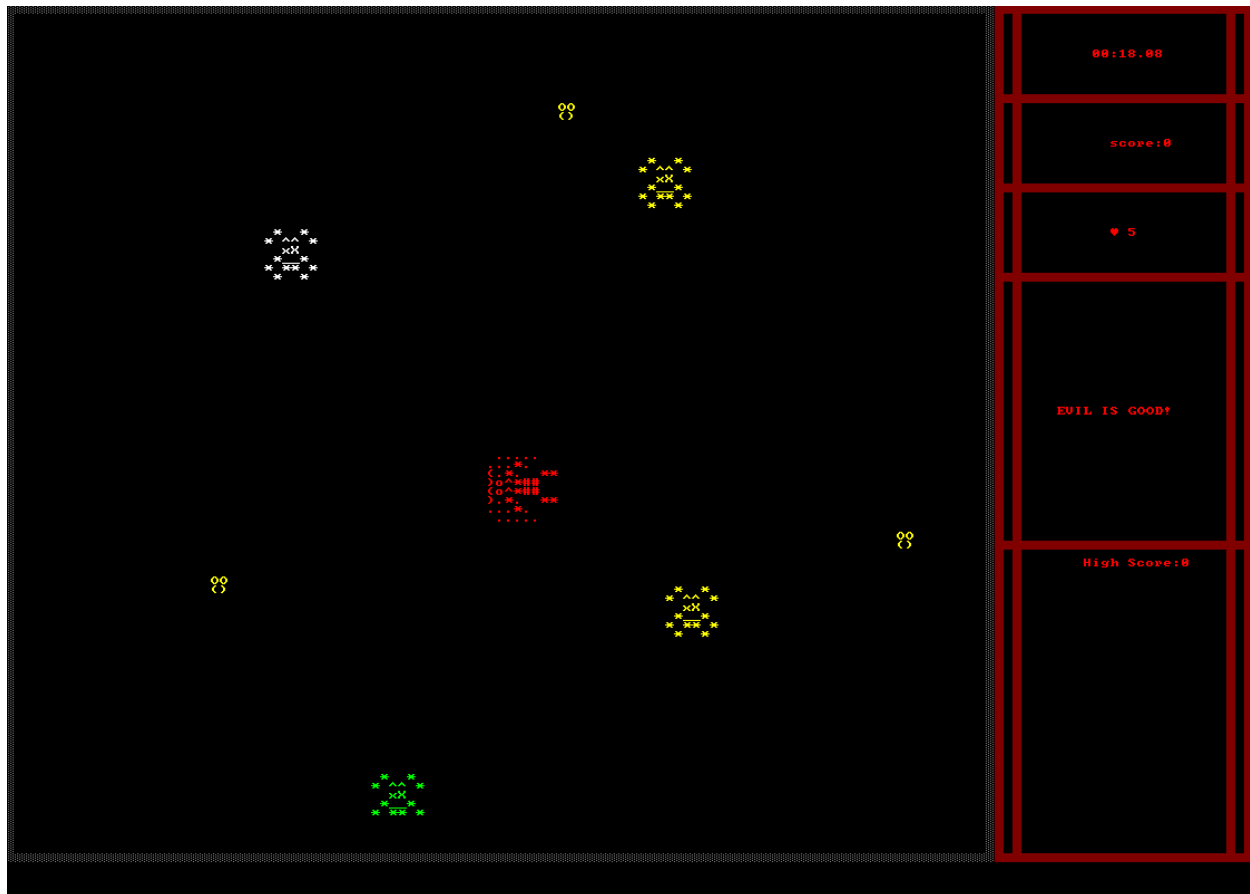


00:21.60
score:0
♥ 5
EVIL IS GOOD!
High Score:0

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>