**SOFTUNI 2015**

Team Project



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| **Team Project in:** C# Advanced | **Project manager & Visuals:** Borislav Ivanov |
| **Team**: Nalings | **Code & QA:** [Alexander Petkov](https://softuni.bg/users/profile/show/xezzy), [Denitsa Stefanova](https://softuni.bg/users/profile/show/dstefanova), [Lyubomir Naydenov](https://softuni.bg/users/profile/show/lnaidenov) |
| **Project name (game name):** Nakov’s Dreams | **Date**: 08.10.2015 |

**Nakov’s Dreams**

1. **Purpose of the Game**

The main purpose of the game is to “make Nakov fall asleep” by counting sheep

A random number is given and it needs to be converted accordingly (into its binary or hexadecimal equivalent, depending on the level of the game). If converted correctly, the user receives a point and a bonus life. If converted incorrectly – the user is “charged” with one point and a bonus life.

After a certain amount of points is reached, user levels up. The game ends in two cases: if the user wins (i.e. reaches 30 points and make Nakov fall asleep) or when the user loses (i.e. no lives left).

1. **LEVEL 0: BASIC LEVEL**

In Level 0 the user needs to convert decimal sums to binary. Once converted, the new sum is being formed as the last number to be converted is added to a random number from 0 to 9

1. **LEVEL 1: FUNDAMENTAL LEVEL**

In Level 1 the logics is almost the same but the user needs to convert the number to hexadecimal number. If the number is not guessed and only 10 lives are left, the user will level down

1. **LEVEL 2: ADVANCED LEVEL**

In Level 2 the user is given with an expression in binary and needs to give the correct answer in hexadecimal.

Then will be given with an expression in hexadecimal and he needs to give the correct answer in binary.

Logics will be repeated until:

For every correct answer user will receive a bonus life and a point. But for every incorrect answer will be "charged" with a one life and one point.

Once the total amount of 30 points is reached, Nakov will fall asleep!

If user loses all the lives available, he also loses the game and Nakov will not be able to fall asleep!

