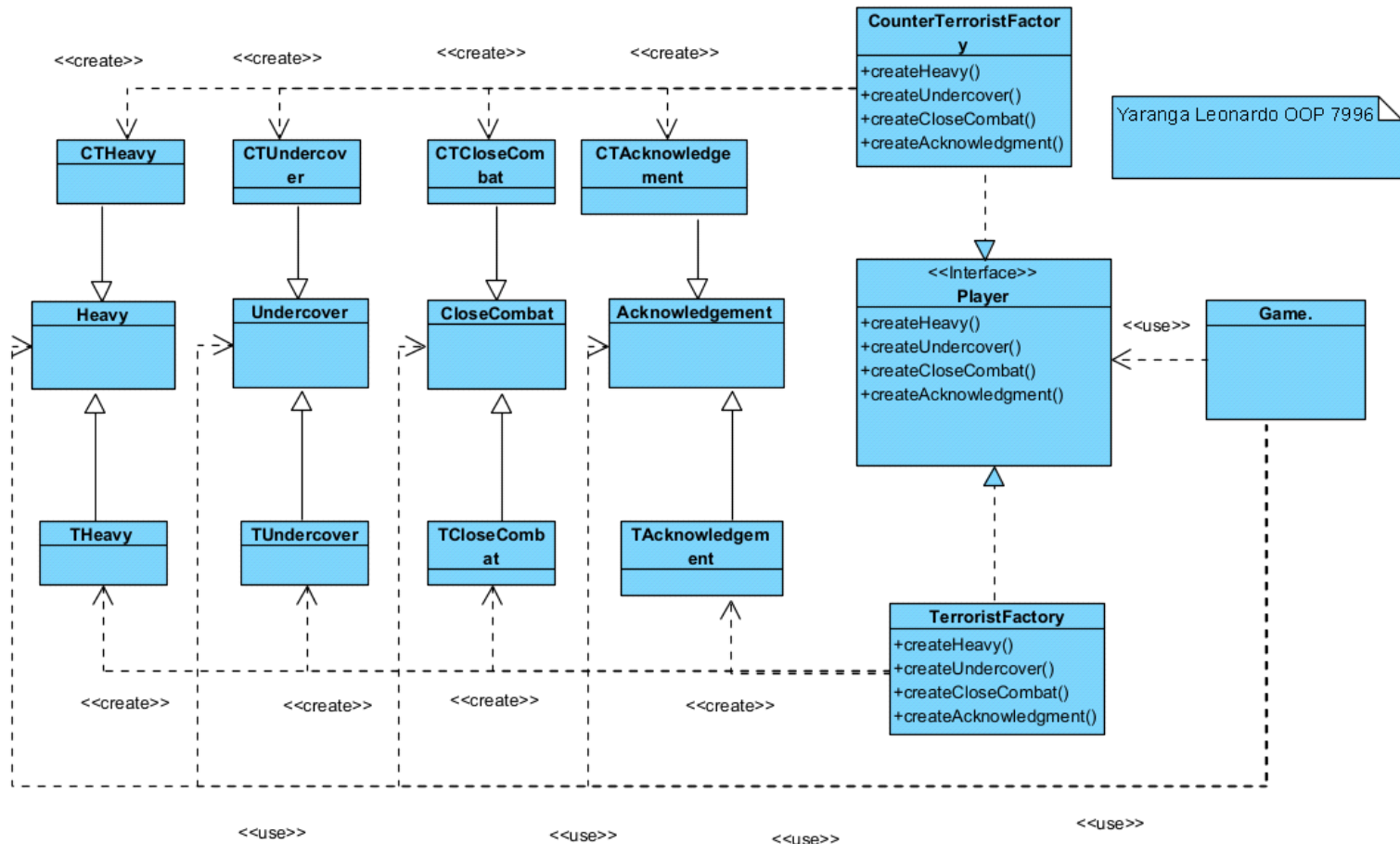
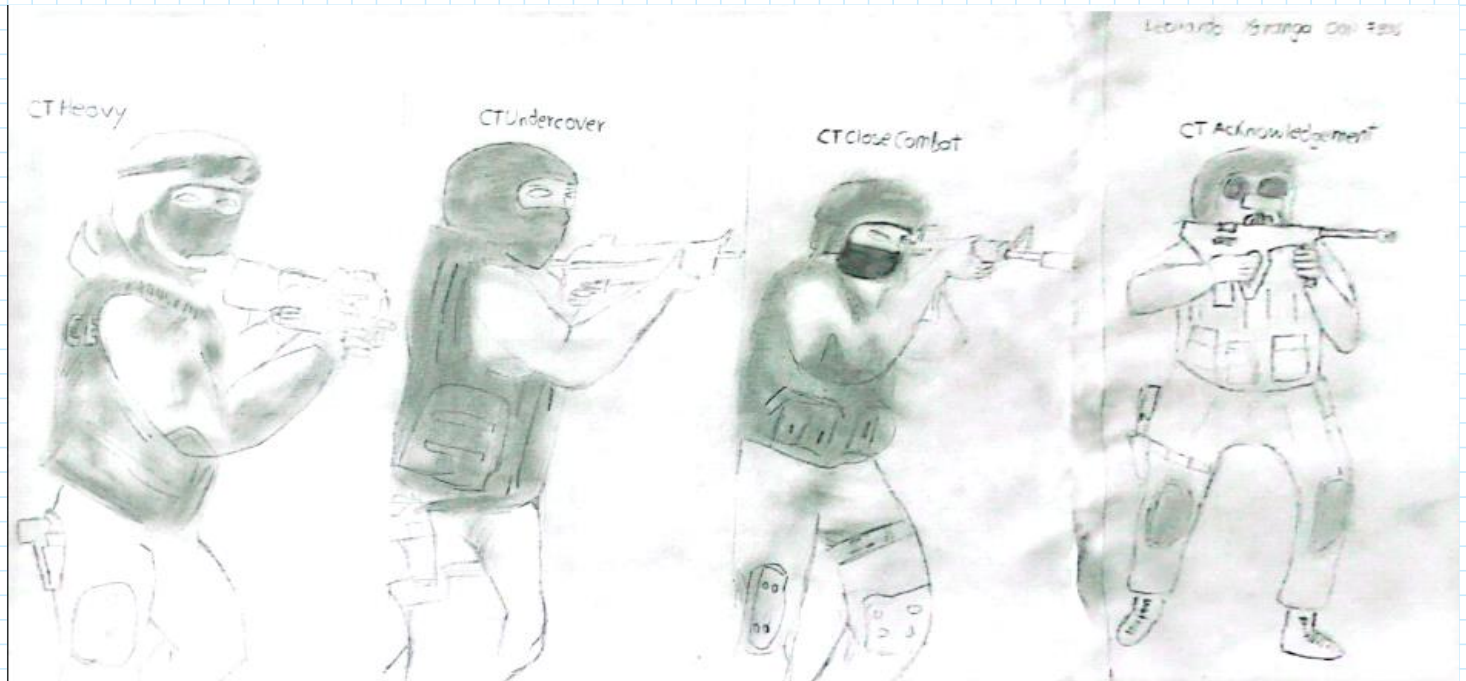
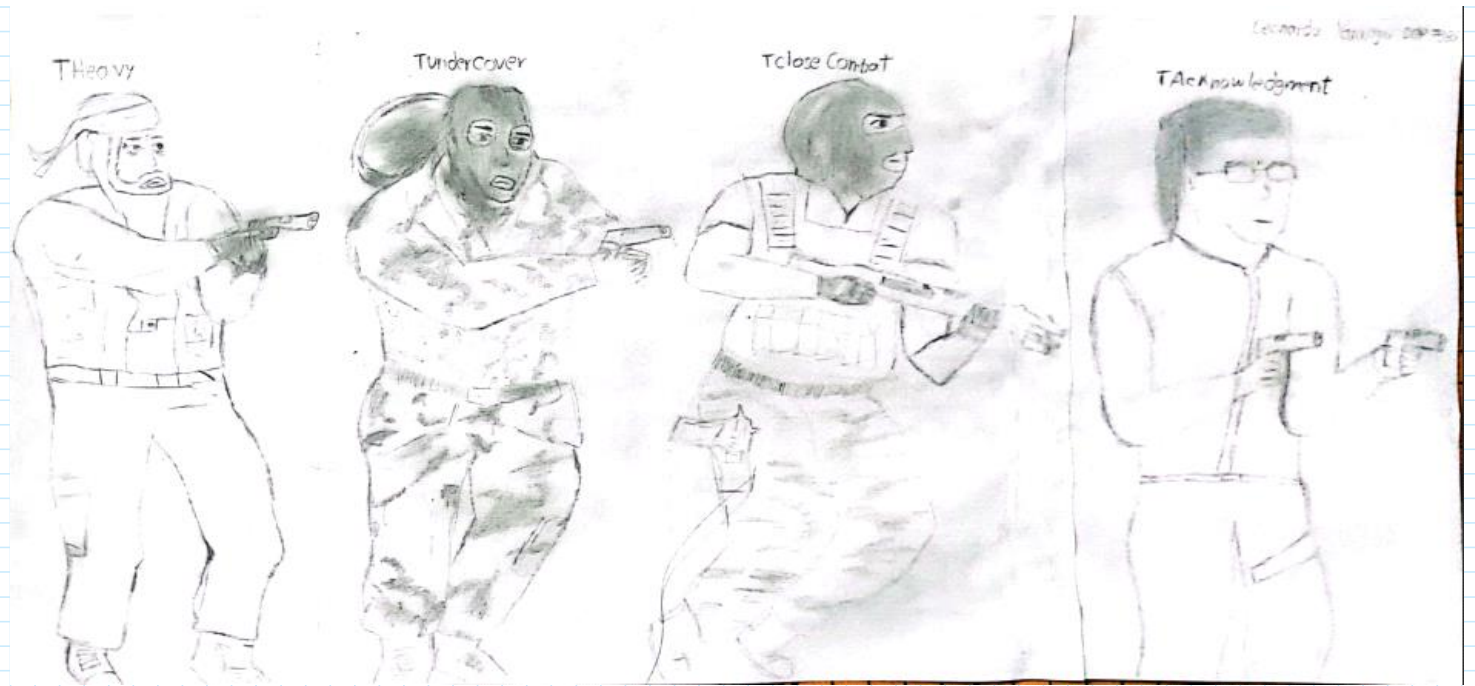


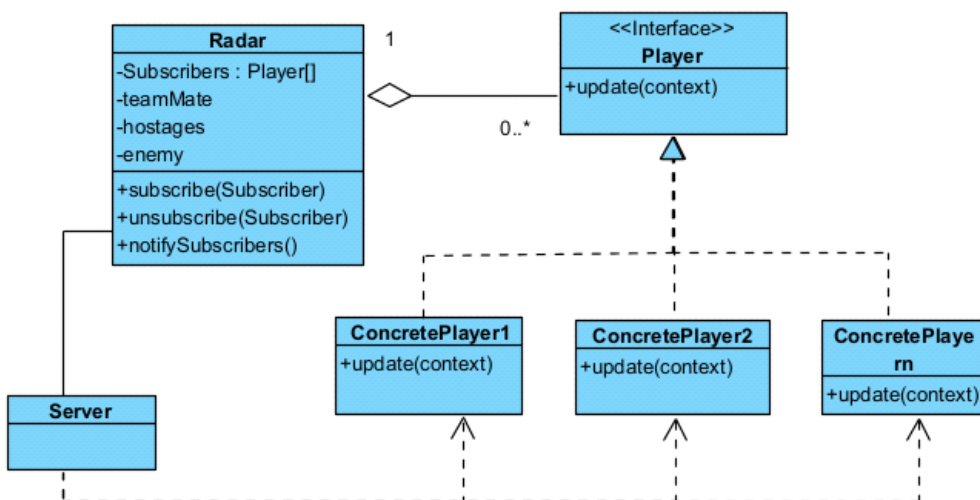
Game:Counter Strike 1.6

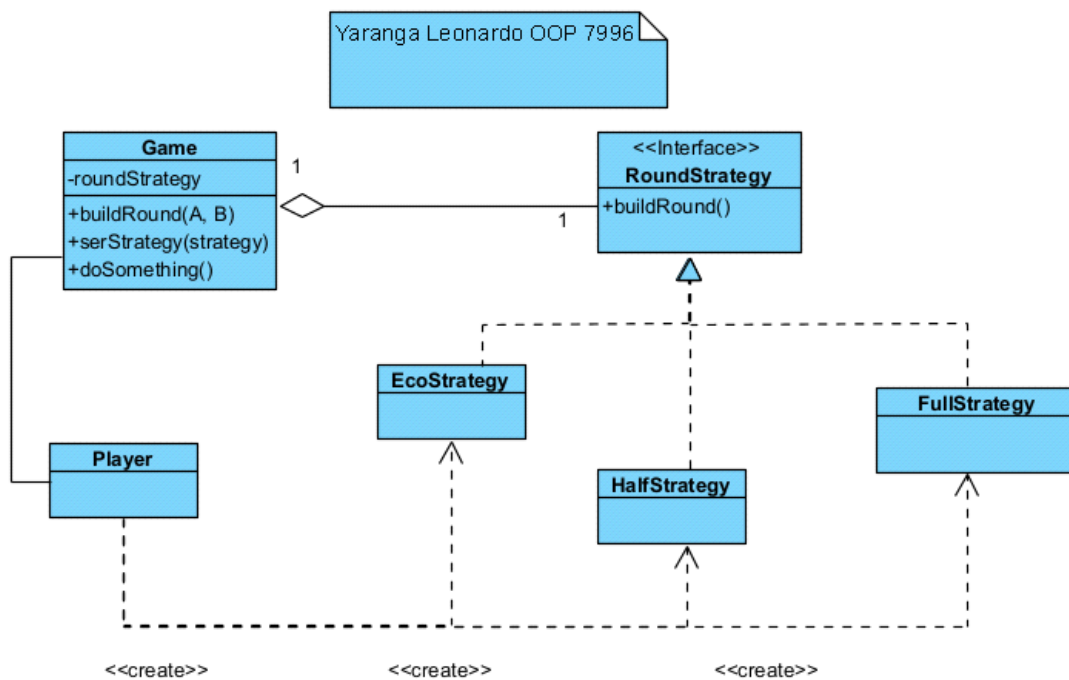
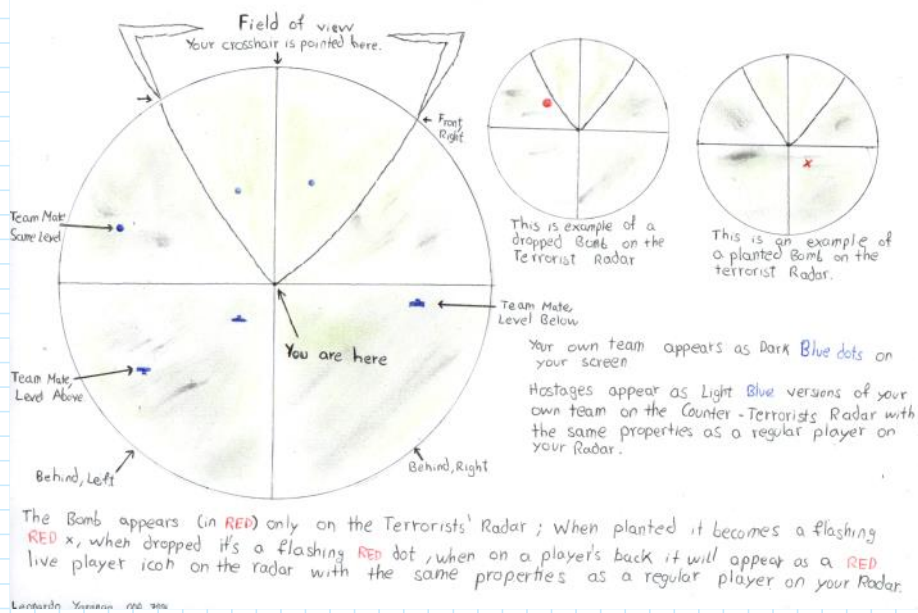


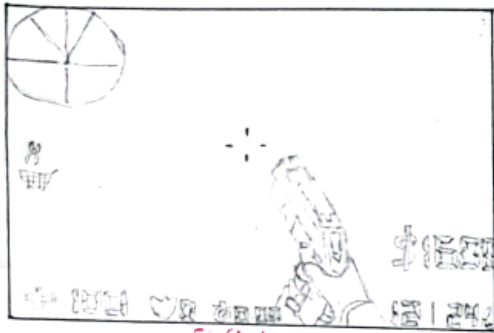
You can select a team: CounterTerrorist "CT" or Terrorist "T" and these two are factories that can create the same types of classes that can have the same role or comply with the same role but the graphic model is different.



Yaranga Leonardo
OOP 7996

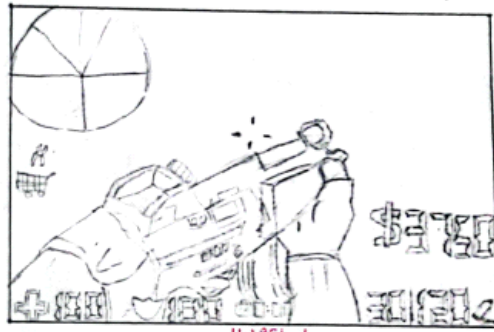






Eco Strategy

- An eco round means you're being tight with your money, but you're buying the bare necessities - a cheap pistol and a bit of utility will do. If you're a Counter-Terrorist, invest in two defuse kits. So you can cover both bomb sites. Apart from those small purchases, you're remaining stringent to benefit yourself in the near future.

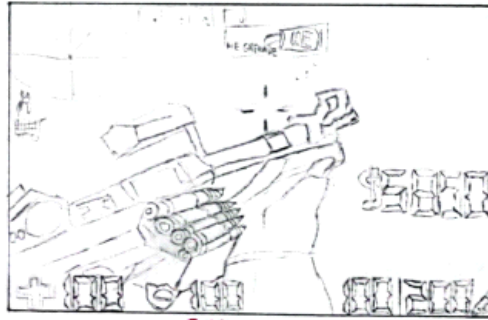


Half Strategy

- Similar to a full buy except you opt to save a little bit of cash by sticking with your existing pistol and you don't go mad on grenades.

Only two defuse kits, and they can save money on helmets.

A half buy round is typical when some players on a team have enough money for a full buy but others don't quite have the funds. CT can spend 3750-4950 \$, and the T around 3700-4500.



Full Strategy

- The full buy is fairly standard. You buy your main rifle (M4A4 or AK-47), a pistol, two flashes or a molotov or flash, smoke, HE grenades, kevlar vest & helmet, and a defuse kit. Even someone from your team can buy a heavier weapon like the M249.