

# Team Snoopy

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## PROJECT DESCRIPTION

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Our game is about a helicopter and more specifically about an Apache Combat helicopter. This helicopter must kill all the flying objects it encounters and all the ground bases. The goal is to kill as many as possible. You can shoot missiles and throw nuclear bombs. With those bombs you kill everything on the screen (except your helicopter of course). You have 3 lives and when you die you can enter the top 9 players if your score is high enough.

## MEMBERS

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## TFS URL:

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<https://academytelerik.visualstudio.com/DefaultCollection/TeamSnoopy>

## CLASSES IN APACHE COMBAT

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We have several classes in our game:

- StartScreen  
This is where the Main() method is located. We have a beautiful menu with some options. Play Game, High Scores, How to Play and Exit.
- HighScores  
Here we show the best players of the game if they exist.
- Game  
Here is the main logic of the game.
- Helicopter  
Our helicopter data is here.

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- Obstacle  
The data of every obstacle is here.
- ObstacleGenerator  
It generates different types of obstacles at different height.
- Shot  
This is where all the shots are processed.
- Collision  
Every collision between helicopter, shots, nuclear bomb and obstacles is handled here.
- Window  
All the drawing is done in this class.
- EndScreen  
If the player has high enough score he enters the top 9 players. If not he has the opportunity to play again or exit the game.