This document is the **team work assignment** for Telerik Academy students participating in **C# Part 2** course.

Project Description

Design and implement **a Console Game** by choice. It could be a classic well-known application like Minesweeper, Tetris, Chess, Snake, etc., but you can design your own type of game. You are absolutely **free to choose the topic of your work**.

General Requirements

Please define and implement the following assets in your project:

- At least **1 multi-dimensional array**
- At least **3 one-dimensional arrays**
- At least **10 methods** (separating the application's logic)
- At least **3 existing .NET classes** (like *System.Math* or *System.DateTime*)
- At least **2 exception handlings**
- At least **1 use of external text file**

Additional Requirements

- Obligatory use **Team Foundation Server (TFS)** to keep your source code and for team collaboration (you might use http://tfs.visualstudio.com or http://codeplex.com). SVN or Git are **not** allowed. **Use TFS.**
- Provide documentation **for your application** (more information below).

Optional Requirements

If you have a chance, time and a suitable situation, you might add some of the following to your project:

- **Object Oriented Programming** (classes, interfaces, structures, inheritance, polymorphism, etc.)
- **Serialization** of the data in the text file (binary)
- **Sound effects** during the gameplay

Non-Required Work

- **Completely finished project** is not obligatory required. It will not be a big problem if your project is not completely finished or is not working greatly. This team work project is for educational purpose. Its main purpose is to experience working on a real-world project and to get some experience in team collaboration with TFS.

Deliverables

Put the following in a **ZIP archive** and submit it (each team member submits the same file):

- The complete **source code**.
- Brief **documentation** of your project (2-3 pages). It should provide the following information (in brief):
  - Team name and list of team members (including **usernames** from the student system)
  - Project explanation – describe your game
  - The URL of your TFS repository
  - Any other information (optionally)

- Optionally provide a **PowerPoint presentation** designed for the project defense.

Public Project Defense

Each team will have to deliver a **public defense** of its work in from of the other students and trainers. You will have **only 5 minutes** for the following:

- **Demonstrate** the game (very shortly).
- Show the **source code** in the **TFS** web-based source code browser.
- Show the **commits logs** to confirm that each team member has contributed.
- Optionally you might prepare a PowerPoint presentation (3-4 slides).

Please be **strict in timing**! Be **well prepared** for presenting maximum of your work for minimum time. Bring your own laptop. Test it preliminary with the multimedia projector. Open the project assets beforehand to save time. You have **5 minutes**, no more. It is not necessary for all team members to participate in the project defense.

Give Feedback about Your Teammates

You will be invited to **provide feedback** about all your teammates, their attitude to this project, their technical skills, their team working skills, their contribution to the project, etc. The feedback is important part of the project evaluation so **take it seriously** and be honest.