Team Cable

# Team Members

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# Project Explanation

Everyone knows the famous programmers Mitko and Vladko who invented the game Drunken Numbers. Just like them, for our team one of the most important things in the world is to drink beer. And even if we are very keen on drinking and we can hold our liquor, sometimes we can have a little bit too many beers, especially when we play Beer Pong. So in order to skip the hospital part, we have invented a game to tell us how much beer we can drink before we wake up in an ambulance.

In our version of Beer Pong there are 2 players who are playing against each other, taking turns. Their goal is to stay sober as long as possible because the drunker they get, the less accurate they become. Just like in real Beer Pong, each player has a small ball which he has to throw and aim several cups filled with beer. If the ball gets inside one of the cups you score some points and the other player has to drink the beer inside this cup. And here comes the most exciting part of the game… Every cup has a different size and difficulty level, which means that when you throw the ball into different cups, your opponent can get either slightly drunk or very, very drunk by drinking the beer inside it. Therefore, by getting more and more drunk it will become more and more difficult to get the balls. Also be very careful because if you reach the ‘drunkenness peak’, then you are completely drunk and an ambulance has to come and take you to the nearest hospital (or in other words you lose).

So when the game starts, every player has 10 balls and there are 6 cups on the table. Before each attempt they can choose the position where they are going to shoot from and also the speed of their ball. This is very important for adjusting the strategy with every throw in order to get the opponent drunk. The player’s position can be moved with the UP and DOWN arrows, and the speed – with LEFT and RIGHT arrows. These instructions plus the current score are constantly present on the screen (for those who are very drunk and forget faster). The game ends either when one of the players is highly intoxicated (aka “drunk on dog”) or there are no more balls left.

OK, now that you know the description of the game, let’s not delay getting drunk anymore and PLAY!

# TFS Repository

<https://teamcabletelerik.codeplex.com/>