SoccerSim

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1   Introduction

I want to practice my coding skills. So I will create a Soccer simulator, based one of my first homeworks in Advanced Programming; which was a console Quiddich match simulator.
For the project I want to try and use several of the things I learned afterwards in the course.
I'll do it in C# as I used that language in the course, however I could also try doing it in Python or C++.
PS: This will also help me remember how to write TEX files

2 Project Definitions

2.1 What I want to remember

For This project I want to use these concepts (at least):

- OOP

- Graphical Interfases

- MultiThreading

- Polymorphism

2.2 What I want to show?

As stated, the idea is to simulate a soccer game that the user can actually see: