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"Telerik Academy 15'-16' C# 2"

PING-PONG GAME

❖ Team members:

- Nikolay Dzurov - Nikk.Dzhurov
- Nickola Pineda - Pineda
- Hristo Chernogorov - chernogorov
- Todor Dimitrov - TodorDimitrov
- Petar Boev - pgboev
- Niya Keranova - Nayata
- Boryana Yaneva - BibiYaneva
- Nataliya Naydenova - Nataliya Naydenova
- Emanuela Krusteva – Satin

❖ Project explanation:

Team Smoke is one of the teams from the online education program of Telerik Academy this year. The team developed a console game Ping-Pong. It is based on the well-known game - Tennis. Our team completely changed the concept of the game by making it for single Player with and horizontally orienting the paddle. The game begins with a specially designed team logo ''Smoke Team'' Loading .. followed by a welcome screen with the following text: Smoke Team presents the Ping Pong game. Loading.. next is a slide that presents the game controls to the player and the possibility of introducing the player name. Then the game loads. The console has a border framework and counters for life and level. After starting the game purpose is that the player is moving the paddle and trying to hit the ball while avoiding losing the ball (omission). After successful ball contact the paddle changes color in sequence - namely White-Green-Red, the

shot is accompanied with a beeping sound. Ball has random movement and a rebound on contact with the three walls of the console framework. The play is accompanied by funny sounds that suggest the player to make his move. The game has different levels of difficulty. If playing well the game change levels, namely by including additional ball in the game. Failure of the player by allowing the ball to fall means that the game ends while the process is accompanied by a motivational sound. The player can choose between two options. The first is to see personal results compared to the other players and the second one is to start a new game.

The game was developed in absolute accordance with the established requirements. Our team has put a great efforts in customizing and designing the game to be more user. The team developed a number of additional effects that gave the game its uniqueness. Creative color interpretations are leading to stylistic unity and make the overall appearance of the game absolutely trailing.

We sincerely hope that you will like our game!

Link to the repository of our team work on the console game on GitHub: https://github.com/hristochernogorov/TEAM_SMOKE

There you can observe in detail the source code and you will be able to get a better idea of the work done by the team.