

Just Ninja

By Team Pumbaa

Team members (in alphabetical order):

1. *Владимир Късовски (Vladimir Kasovski)* - [hrenmri](#)
2. *Иван Дойчинов (Ivan Doychinov)* - [ivand](#)
3. *Лилия Рашкова (Liliya Rashkova)* - [liliar](#)
4. *Любомир Свиленов (Lyubomir Svilenov)* - [LSvilenov](#)
5. *Митко Николов (Mitko Nikolov)* - [velmond](#)
6. *Пламен Костадинов (Plamen Kostadinov)* - [plamkost](#)

Project explanation:

The game code is split into four classes – GameState, GameElements, DrawScreen and ConsoleGame.

GameState holds information for the current game status - level, score, player lives, etc. In it are implemented methods for changing those statuses and holds some gameplay presets.

GameElements represents elements from the gameplay - the player, enemies and projectiles. It's intended to hold all the necessary data for those elements so when an object of type GameElement is declared and it is specified if it's the player, an enemy or a projectile it has all the information for making that object.

In DrawScreen are the methods for all the visuals for the game – all the backgrounds, menus, HUD, player and enemy states (walking, jumping, and crouching).

ConsoleGame includes the Main() method of the game as well as others the most important of which is the GameEngine() method.

The program uses an external *.txt file for keeping the high scores and two exception handlings (which is required in the project assignment) where the high scores are read to display and where they are read to add an entry to them.

The game is (in essence) a side-scroller in which the main character shoots enemies to gain points and has to avoid getting killed by losing all five of his lives. There are four types of enemies that can be encountered all requiring a specific action (regular shot, crouch-shot or jump-shot) to handle with them rather than just keep shooting like a madman.

The interface is fairly intuitive as there is no need for typing any commands on the console. The navigation through the menus happens only with the UP and DOWN arrow keys and by pressing SPACEBAR or ENTER to accept and ESCAPE to exit to the main menu. In the main menu there are several options implemented – see the high scores, the credits or how to play. There is also an option to change the settings for the game (choose a

weapon and a color for the main character). There is also an integrated pause menu while playing which is accessed by pressing ESCAPE at any point while playing. From there the user can choose to either continue playing, restart, see the controls or exit straight to the main menu. Each of the screens has a personalized background.

There are alert sounds playing when an attempt to exit a game or the program as a whole are made in case of a misclick.

TFS repository:

Just Ninja (team Pumbaa) repository