C-Sharp Part2 Team Work January2014

Team “Deathstroke”

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Game – “Sniper Simulator”

The game has a very sample menu with the following options:

* *New Game* – choosing this option you start a new game.
* *Continue* – choosing this option returns you to the last progress of your game.
* *Change Name* – this option allows you to change your name before starting the game.
* *High Scores* – with this option you can see the current high scorers and try to beat them.
* *Credits* – gives you information for the team members, developed this game.
* *Exit* – this option is to quit the game.

All this is surrounded by pleasant sound which is typical for old style games ☺

Description:

As a sniper your main mission is to remove unfriendly targets by using your unique skills.

Our game suggest you the opportunity to try how good you are at shooting different kind of objects. Every level generate different environment with a lot of things to be shoot out like : dogs, humans and even giraffes. For ornamentation in our levels we use two kind of Trees depending on the distance they are from us: Close Trees and Away Trees.

The main purpose is to hit as many targets as you can and increase your score as many as you can. To be more successive you have to hit the targets right in their head`s which gives you extra points. You can also hit them in other body parts which is not so bad because you earn points too. Hitting trees is not your job so this won`t give you any points.

Team Foundation Server:

https://deathstroke.codeplex.com/