**Team “Anton Chekhov”**

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# Project Description

This is a single-player turn based RPG. Our hero “Traveler” is in a world, full of dungeons. Every dungeon has a several number of Monsters, we have to battle with. Use “goto” and “fight” commands to switch dungeons and to fight with monsters. The result of every battle is based on the characteristics of the two fighters. The game ends either Traveler, or all Monsters are dead.

The project satisfies completely the general requirements of the assignment.

It has the following elements:

1. **Namespases**:

* ***KillEmAll.Common:*** contains everything about game logic, characters, dungeons, interfaces etc.
* ***KillEmAll.ConsoleUI***: contains different settings of the console, game screen, console input and renderer etc.

1. **Classes**:

* ***GameState***
* ***ItemType***
* ***LocationType***
* ***IDestroyableDrawMap***
* ***IExitableIsTheExitOpen***
* ***IFighter***
* ***IGameObject***
* ***IUsable***
* ***Character***
* ***CharacterType***
* ***DamageDealer***
* ***Dungeon***
* ***Enemy***
* ***GameManager***
* ***GameObject***
* ***GameObjectNotFoundException***
* ***Healer***
* ***InvalidCommandException***
* ***Items***
* ***Location***
* ***Player***
* ***Potion***
* ***ConsoleInput***
* ***ConsoleRenderer***
* ***GameScreen***
* ***Instructions***
* ***MainMenu***
* ***Notification***
* ***Program***
* ***Settings***

1. **Interfaces**:

* ***IDestroyable***
* ***IExitable***
* ***IFighter***
* ***IGameObject***
* ***IUsable***

1. **Sound effects**

* Sound when the game starts
* Sound when the game ends

The inheritance is shown on the following class diagram.

