



Team "Lychee"

WPF Game - Telerik Defence

Defend Telerik from monsters invasions!

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Git Repository:

<https://github.com/TelerikAcademy2015/TelerikDefence>





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Project description

1. Resources

We have chosen to create a game based on the "Tower Defence" game. We have used WPF to create the graphics, game windows, menu and all the visual elements. The game is created by the OOP principles. Every object in the game has its own class which inherits an class or abstract class and a set of interfaces, there are overridden methods and properties in these classes.

2. Gameplay

On the initial screen the user have to type the usernnname and click the "Start" button to start playing a game, also there is an option to display the "Highscore" on the initial screen by pressing the "Highscore" button. When the game is started the user have to place some towers which will shoots the monsters trying to get into Telerik. The user has gold(money) to buy towers, lives (if a monster gets into Telerik one live will be get from the user), Score (every killed monster give the user some score and some gold). On the top bar there is information about Gold, Lives, Monster Kills and Scores, there are also button Play and Pause which plays and pauses the game respectively. On the left bar there is a set of





towers which user can place on different position on the screen so that to keep monsters away from Telerik. If the user lost all of his lives the "Game Over" screen appears with its Score and "OK" button. When "OK" button on the "Game Over" screen is pressed the initial screen appears and the user is able to start new game or view the "Highscore" table, or just exit the game by closing the game window.

2.1 Menu:

Initial screen contains 2 options:

PLAY: starts the game;

HIGHSCORE: list of highscore records;

Game Menu

Game menu contains 2 options;

PLAY: resumes the game;

PAUSE: pauses the game;





3. Class Diagram

