**SINGAPORE\_SLING TEAM**



**TEAM MEMBERS**

**Telerik username / Name:**

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**GitHub WebProject URL**:

<https://github.com/micro3x/Heroes_Of_Singapore_Sling/commits/master/HeroesOfSingaporeSling>

**GAMEPLAY**

**(Simple Guide)**

//TODO:

**CODE**

**Fulfilled Requirements**

**All of the General Requirements are fulfilled as follows**:

* At least **5 interfaces** (with one or more implementations)

//TODO:

* **At least 15 classes (implementing the application logic)**

//TODO:

* At least **3 abstract class** (with inheritors)

//TODO:

* At least **1 exception class** (with usage in your code)

//TODO:

* At least **3 levels of depth in inheritance**

//TODO:

* At least **1 polymorphism**

//TODO:

* At least **1 structure**

//TODO:

* At least **1 enumeration**

//TODO:

* At least **1 event** (with subscribers)

//TODO:

* At least **1 design pattern** (e.g. Composite, Singleton, Factory, Wrapper, Bridge, Command, Iterator, …)

//TODO:

**Other Acheivements**

* **Perfectly organized code** according to everything thought about quality of the code in the autumn Academy to this day. This includes intelligently chosen classes and variables names. Good numeration of project files. Implementation of the principle one method - only one function. And many more...
* **Fulfillment of optional requirements:** Using System.Windows.Forms; Implementation of Sound (music during game).