Snake

Console implementation of the popular game - version 1.0

- ● Using C# .NET
- ● Classi, still sleek design
- ● As addictive as the original!
- ● XML high-score save file

Contents

1. Background Information

1.1. Programming Team

The team consisted of (name and Telerik Academy username and github username)

Daniel Filipov	Daniel	Porterbg
Mirela Napetova	mimirerelala	mimirerelala
Ivaylo Arnaudov	ivaylo.aranudov	r1f
Kristian Kamenov	kristiqnKamenov	kkamenov1
Silviya Nedelcheva	silvi6666	[has not participated!]
Nikola Russev	NikIvRu	NikIvRu
Branimir Georgiev	branimir.georgi	branimir1955
Nikolay Dimitrov	oldboy	[has not participated!]

Organization and communication methods used: Skype group, Student System, Facebook Group, trello board, github

1.2. Intended Audience

The game is aimed to please Telerik Academy trainers during the public defence of the game on March 4th, 2015.

1.3. Revision History

Github repository can be found on:
https://github.com/mimirerelala/BoneDragonTelerikTeamwork

2. Game Play

2.1. Instructions

We implemented a very classic game - Snake. The idea is to navigate the snake around the game field using keyboard arrows to change direction, with the aim of eating randomly placed pieces of food. Each eaten piece makes the snake grow with 1 square. Build and run the application and then you have:

2.1.1. Start Menu

There are 3 options in the menu (Play, High Scores, Exit). Use the up/down arrows to select your option and press Enter.

2.1.2. Game Play

Navigate the snake with the **arrows** around the field. Eat the **food** for the snake to grow and beware not to bite yourself. There are **rocks** appearing on as well - if you bump into them you die! **Spacebar** changes the color of the snake.

2.1.3. High Scores

High score results are stored in a high score log file, so that you can revise your achievements. If you are in the High Scores Menu press enter to go to the main menu. Only top 10 players are remembered!
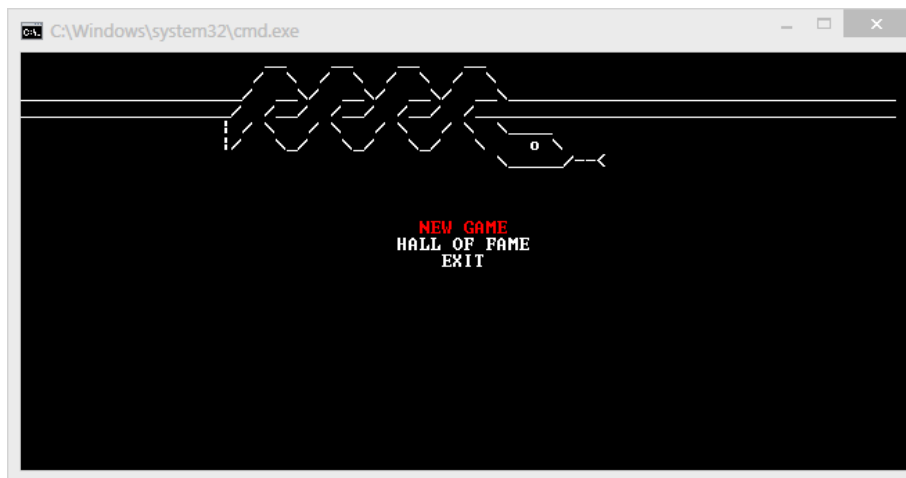
2.2. Examples

Some screenshots from the game.

2.2.1. Menu

2.2.2. Game
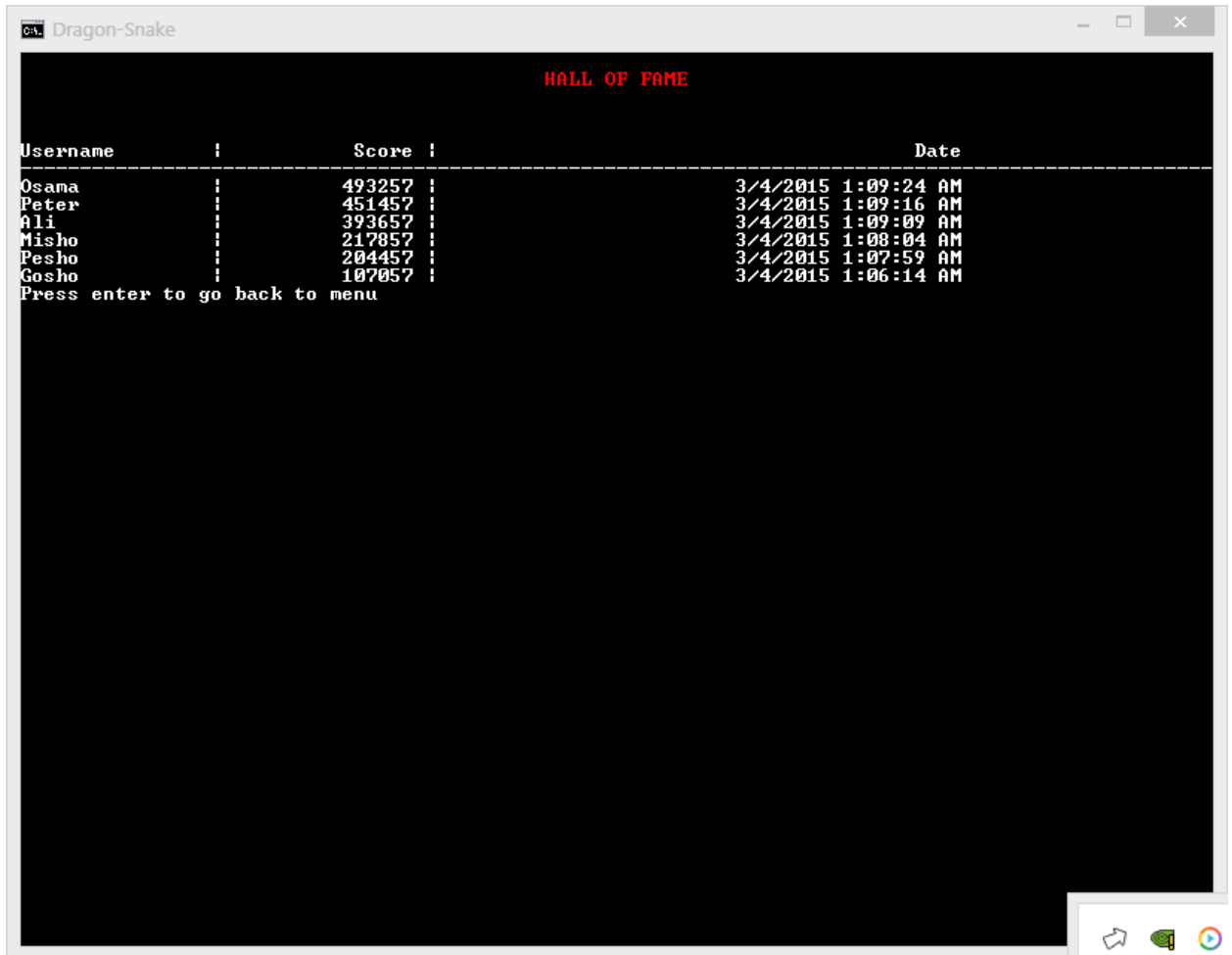
2.2.3. High Scores

```
Dragon-Snake                                                         _  □  ×

                              HALL OF FAME


Username        :           Score :                          Date
-----------------------------------------------------------------------------
Osama           :          493257 :             3/4/2015 1:09:24 AM
Peter           :          451457 :             3/4/2015 1:09:16 AM
Ali             :          393657 :             3/4/2015 1:09:09 AM
Misho           :          217857 :             3/4/2015 1:08:04 AM
Pesho           :          204457 :             3/4/2015 1:07:59 AM
Gosho           :          107057 :             3/4/2015 1:06:14 AM
Press enter to go back to menu
```

2.3. Team-Work Requirements

We fulfill them :

2.3.1. What we did from the required work (checkmark if it is completed)

- At least 1 multi-dimensional array ✔
- At least 3 one-dimensional arrays ✔
- At least 10 methods (separating the application's logic) ✔
- At least 3 existing .NET classes (like System.Math or System.DateTime) ✔
- At least 2 exception handlings ✔
- At least 1 use of external text file ✔
- Github repository ✔
- Project Documentation (this one) ✔
- Project Presentation ✔

2.3.2. Going the extra mile

What we did but was not required!

- Object Oriented Programming (classes, interfaces, structures, inheritance, polymorphism, etc.) (✔) - **We make good use of structures and enumerations**
- Serialization of the data in the text file (binary) - (✔) - **We save our scores to an external xml file**

3. Conclusion

We have created a console Snake, following all the requirements for the course C# Part 2 for the 2015 Edition of Telerik Academy.