TEAM “JUSTICE” – C#2 Teamwork

Nickname Name Check-In’s Task

Cvetan Цветан Гергински 15 Player

smvalkov Станислав Вълков 8 GameControl

stinger907 Денис Кяшиф 21 GameUI, Menu

Todor.Yanev Тодор Янев 23 ScoreSystem

mitko0003 Димитър Трендафилов 14 MazeCell

vodkatini Светослав Георгиев 2 Documentation

EmilNeshev Емил Нешев was not able to participate

The purpose of the current project is to create a Console game, which in our case is the “Maze” game. Player enters in a labyrinth and the goal is to cross to the exit with as little moves as possible. The better pattern chosen, the better score.

<https://tfs.codeplex.com/tfs/TFS12/Maze2D>

The code implementation of the game consists of:

class GameUI – where is the “Main” method of the game, from which the rest of the game is loaded

class GameControl – is the part of the program responsible for player’s track record.

class MazeCell – generates and prints the labyrinth on the Console, where the player selects the path.

class Menu – gives the initial options for the player, as like “New Game”, “Quit”, “Resume” or “High scores”

class Player - is the part of the program responsible for player’s track movement

class ScoreSystem – writes the score from the game and keeps all results in a text file, so you can get “High Scores”



