# Telerik Role Playing Game

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Github link: https://github.com/ventsislav-georgiev/Telerik

# Player

## Stats

* Level (All other stats raise with level up)
* They are gained by killing students and taking certificates (After each boss fight)
* Health
* Mana (Magic usage)
* Knowledge (Attack Power)
* Defense (Attack Durability)

# Enemies

## Bosses

1. Antony Jekov
2. Georgi Georgiev
3. Ivaylo Kenov
4. Nikolay Kostov
5. Svetlin Nakov

## Students

* 1st Course
* 2nd Course
* 3rd Course
* 4th Course

# Items

## Food (Health)

* Burger
* Chips
* Fry Potatoes

## Drinks (Mana)

* Water
* Beer
* Juice

## Books (Knowledge)

* Intro C#
* .NET
* MSDN

## Hardware (Defense)

* **Circuit**
* **Keyboard**
* **Monitor**

# World Map

# World Items

## Doors

* Up Direction Open
* Side Open

## Obstacles

* Stone Wall
* Brick Wall
* Wooden Wall
* Tree
* Bush
* Table
* Table + Laptop
* Chair
* Column
* River

## Paths

* Grass
* Stairs
* Wooden Floor
* Stone Floor
* Bridge