# Team "Scorpicore"

o Any other information (optionally) • Optionally provide a PowerPoint presentation designed for the project defense.

## Team Members

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## Game: Scorpicore Rush

Third person console shooter based on the Falling Rocks game. With new features including shooting the rocks, sound effects, moving in two directions, etc.

## Git Repository

<https://github.com/nlpcsh/Scopricore_Team_TA_Project/>

## General Requirements

* **Multidimensional array** – Matrix for the rocks positions
* **One-dimensional arrays** – rocks symbols, menu options, weapons choice
* **Methods** – 30 methods throughout the code
* **Existing .NET Classes**– **SoundPlayer**, StreamReader, StreamWriter, Console, ConsoleColor, Random
* **Exception Handlings** – for the Scores (on writing statistics to and reading them from a file)
* **External Text Files** – for saving Scores and Statistics

## Optional Requirements

* **Object Oriented Programming** – Classes for the separation of logical parts of the game, one structure
* **Sound effects –** during gameplay