Team "Scorpicore"

Team name and list of team members (including usernames from the student system) o Project explanation – describe your game o The URL of your Git repository o Any other information (optionally) • Optionally provide a PowerPoint presentation designed for the project defense.

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| Стефан Миревски | **Elfoles** |
| Константин Кондов | **kskondov** |
| Николай Петров | **nlpcsh** |
| Иван Желев | **ivan.jelev.16** |
| Петър Стоянов | **Pstoyanov** |
| Христо Василев | **vasilevhr** |
| Константин Захаринов | **Zaharinov** |
| Симеон Митов | **momoto** |

**Scorpicore Rush**

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

**Git Repository:** <https://github.com/nlpcsh/Scopricore_Team_TA_Project/>

**The fallowing assets were defined and implemented during the game development:**

**Multidimensional arrays** – Matrix for the rocks positions

**One-dimensional arrays** – rocks symbols, menu options, weapon choice

**Methods** – throughout the game

**.NET Classes**– Sound Player, Stream Reader, Date Time, Console

**Exception Handlings** – for the Scores and statistics

**External Text Files** – for saving Scores and Statistics

**Object Oriented Programming** – Classes, structures

**Sound effects –** during gameplay