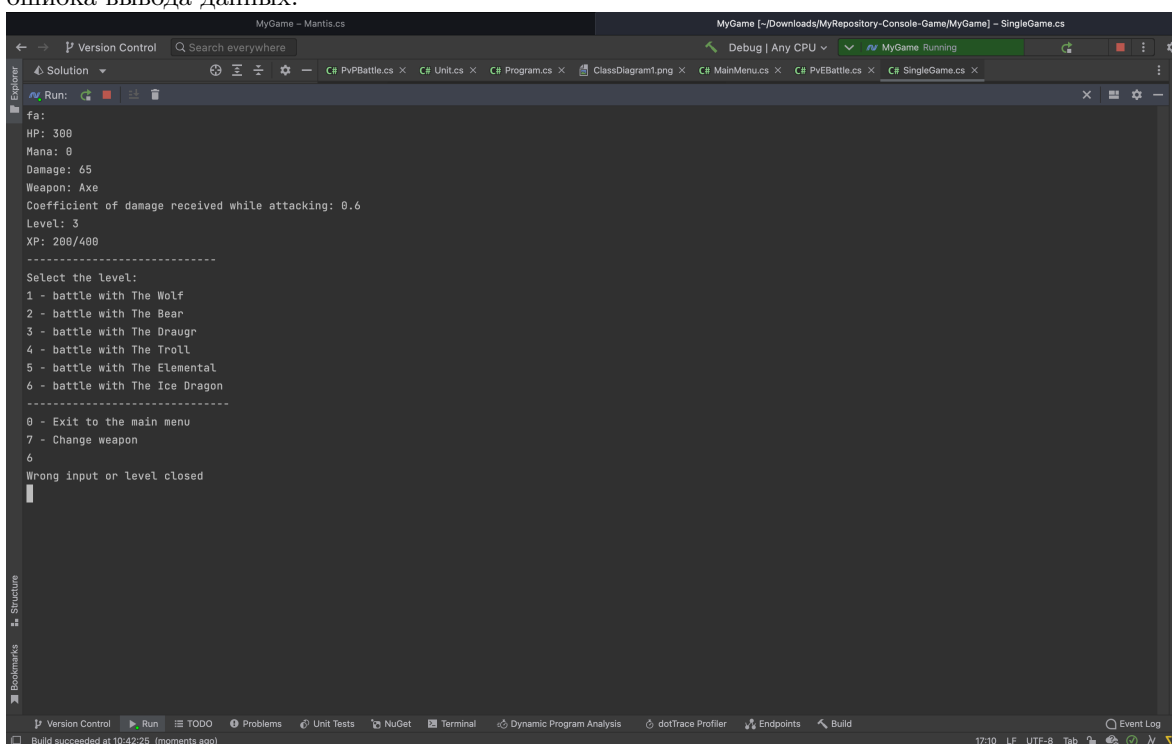


Review of Dmitry Pilyuk by Danil Yevdokimov

version 18.03.2022

1 Баги и ошибки

В режиме одиночной игры при победе 4ого противника разблокируются все противники, но выбрать бого все равно нельзя. Он становится доступным только после победы над 5ым. Явная ошибка вывода данных.

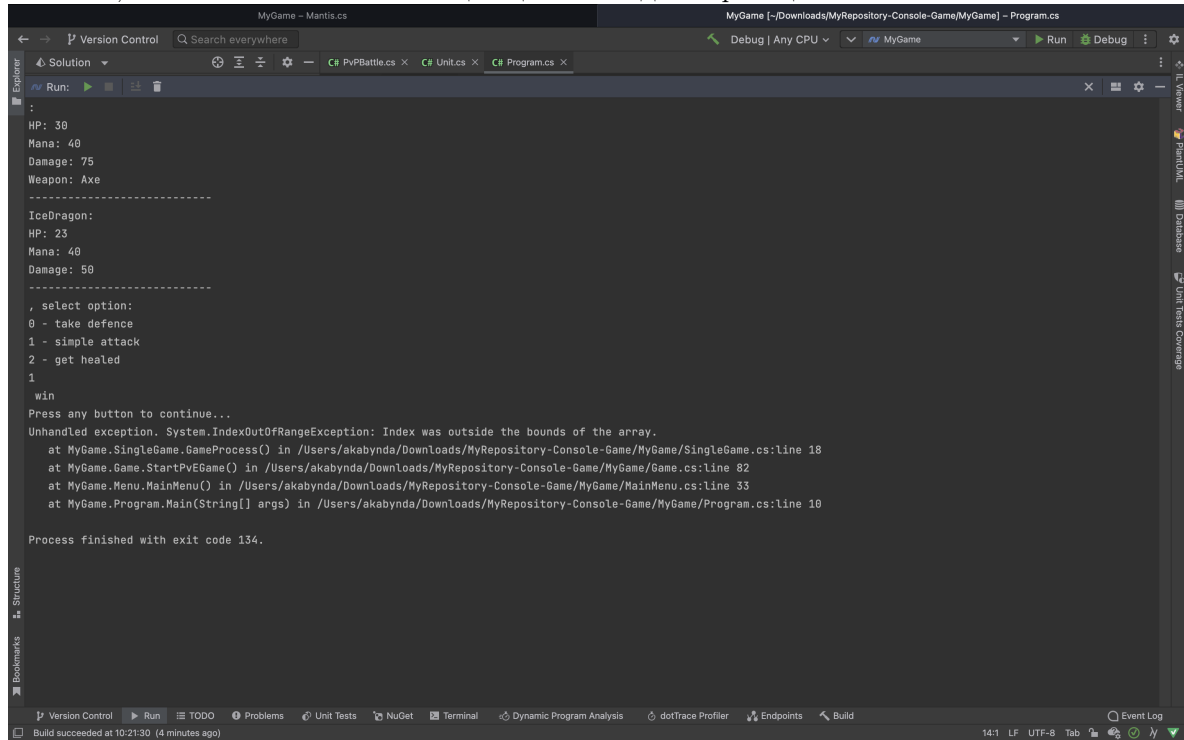


The screenshot shows the Visual Studio Code interface with a console window open. The console displays the following text:

```
fa:
HP: 300
Mana: 0
Damage: 65
Weapon: Axe
Coefficient of damage received while attacking: 0.6
Level: 3
XP: 200/400
-----
Select the level:
1 - battle with The Wolf
2 - battle with The Bear
3 - battle with The Draugr
4 - battle with The Troll
5 - battle with The Elemental
6 - battle with The Ice Dragon
-----
0 - Exit to the main menu
7 - Change weapon
6
Wrong input or level closed
```

The console window is titled "MyGame - Mantis.cs" and "MyGame [-Downloads/MyRepository-Console-Game/MyGame] - SingleGame.cs". The status bar at the bottom indicates "Build succeeded at 10:42:25 (moments ago)".

В режиме одиночной игры после прохождения всех противников игрока не пересылает в главное меню, а появляется ошибка сообщающая о выходе за границы массива.



```
MyGame - Mantis.cs
MyGame [-/Downloads/MyRepository-Console-Game/MyGame] - Program.cs
Debug | Any CPU
Run
Debug

Solution
Search everywhere
PvPBattle.cs x Unit.cs x Program.cs x

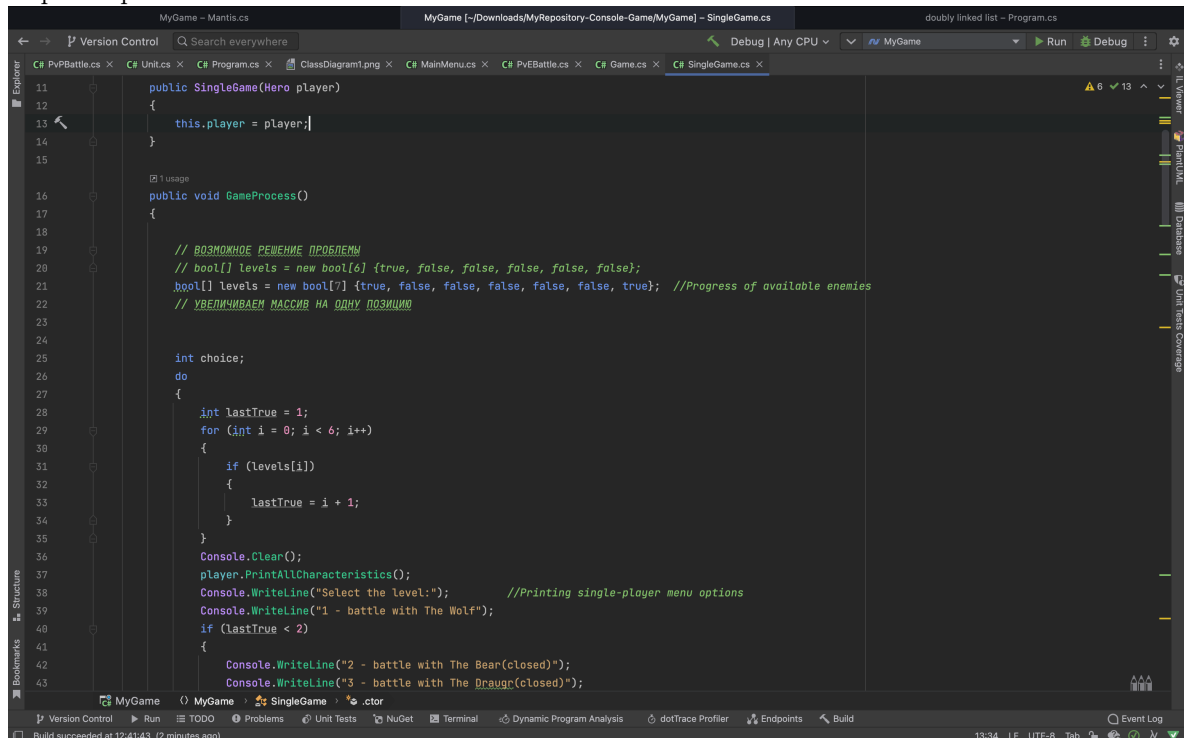
Run: [Stop] [F5] [Run] [Debug]

:
HP: 30
Mana: 40
Damage: 75
Weapon: Axe
-----
IceDragon:
HP: 23
Mana: 40
Damage: 50
-----
, select option:
0 - take defence
1 - simple attack
2 - get healed
1
win
Press any button to continue...
Unhandled exception. System.IndexOutOfRangeException: Index was outside the bounds of the array.
   at MyGame.SingleGame.GameProcess() in /Users/akabynda/Downloads/MyRepository-Console-Game/MyGame/SingleGame.cs:line 18
   at MyGame.Game.StartPvEGame() in /Users/akabynda/Downloads/MyRepository-Console-Game/MyGame/Game.cs:line 82
   at MyGame.Menu.MainMenu() in /Users/akabynda/Downloads/MyRepository-Console-Game/MyGame/MainMenu.cs:line 33
   at MyGame.Program.Main(String[] args) in /Users/akabynda/Downloads/MyRepository-Console-Game/MyGame/Program.cs:line 10

Process finished with exit code 134.

Version Control Run TODO Problems Unit Tests NuGet Terminal Dynamic Program Analysis dotTrace Profiler Endpoints Build
Build succeeded at 10:21:30 (4 minutes ago) 14:1 LF UTF-8 Tab
```

Вариант решения ошибки:



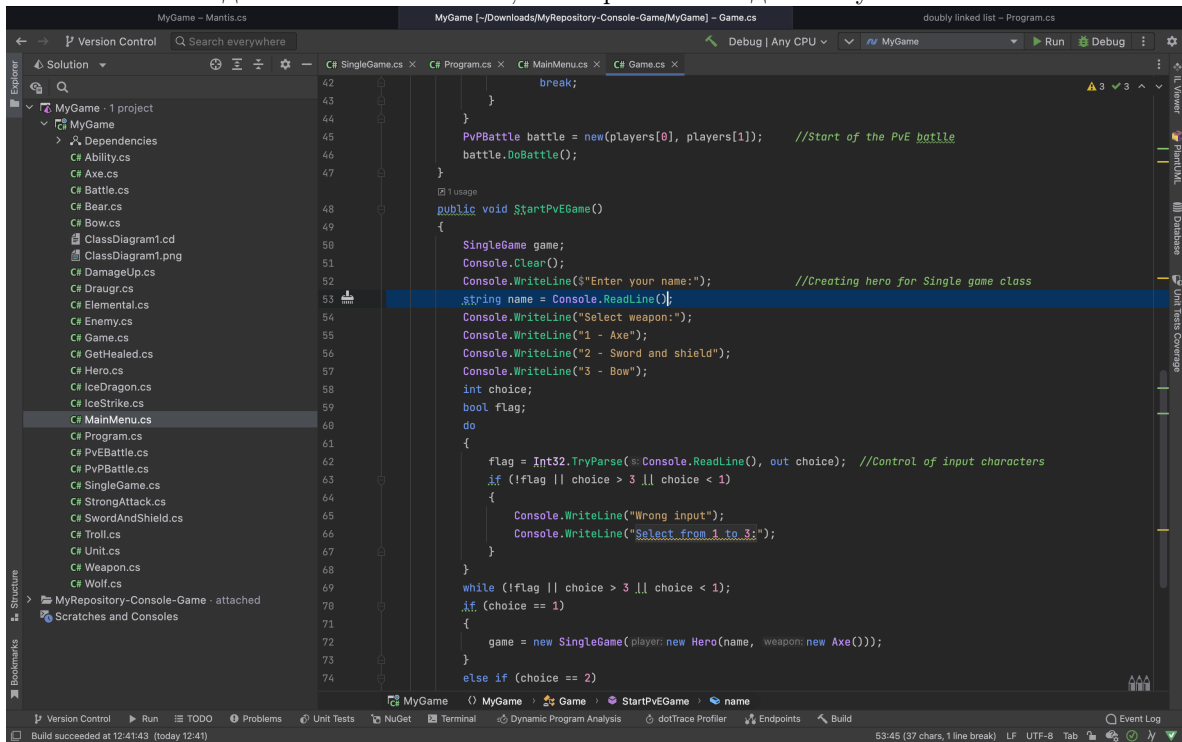
```
MyGame - Mantis.cs
MyGame [-/Downloads/MyRepository-Console-Game/MyGame] - SingleGame.cs
doubly linked list - Program.cs
Debug | Any CPU
Run
Debug

Solution
Search everywhere
PvPBattle.cs x Unit.cs x Program.cs x ClassDiagram1.png x MainMenu.cs x PvEBattle.cs x Game.cs x SingleGame.cs x

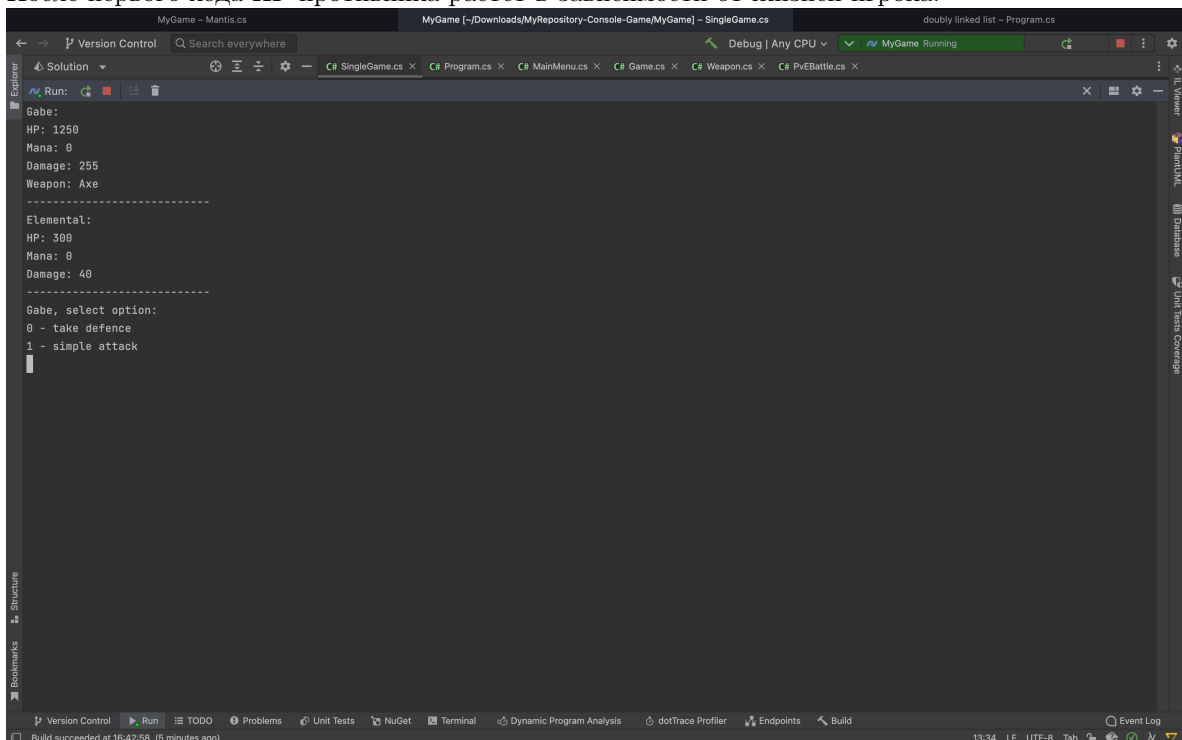
11 public SingleGame(Hero player)
12 {
13     this.player = player;
14 }
15
16 // usage
17 public void GameProcess()
18 {
19     // ВОЗМОЖНОЕ РЕШЕНИЕ ПРОБЛЕМЫ
20     // bool[] levels = new bool[6] {true, false, false, false, false, false};
21     bool[] levels = new bool[7] {true, false, false, false, false, true}; //Progress of available enemies
22     // УВЕЛИЧИВАЕМ МАССИВ НА ОДНУ ПОЗИЦИЮ
23
24
25     int choice;
26     do
27     {
28         int lastTrue = 1;
29         for (int i = 0; i < 6; i++)
30         {
31             if (levels[i])
32             {
33                 lastTrue = i + 1;
34             }
35         }
36         Console.Clear();
37         player.PrintAllCharacteristics();
38         Console.WriteLine("Select the level:"); //Printing single-player menu options
39         Console.WriteLine("1 - battle with The Wolf");
40         if (lastTrue < 2)
41         {
42             Console.WriteLine("2 - battle with The Bear(closed)");
43             Console.WriteLine("3 - battle with The Draugh(closed)");
44         }
45     } while (choice != 0);
46 }

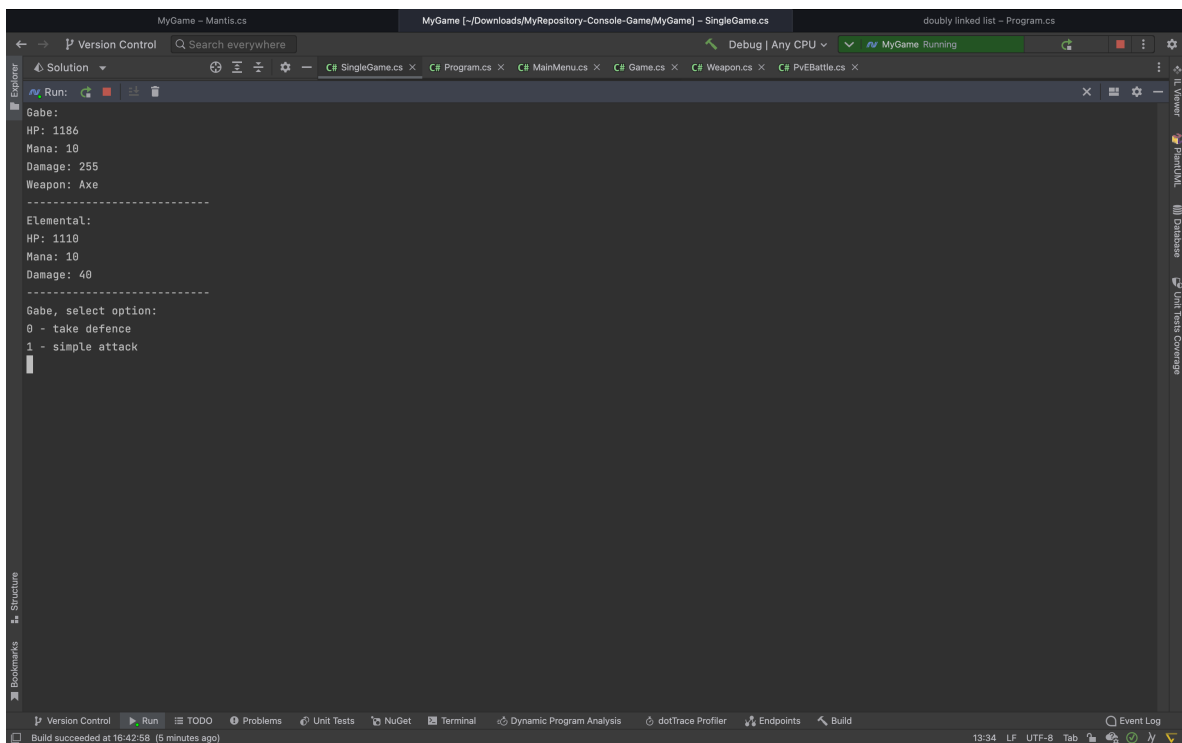
Version Control Run TODO Problems Unit Tests NuGet Terminal Dynamic Program Analysis dotTrace Profiler Endpoints Build
Build succeeded at 12:41:43 (2 minutes ago) 13:34 LF UTF-8 Tab
```

Небольшим недочетом может быть то, что игрок может сделать пустое имя.

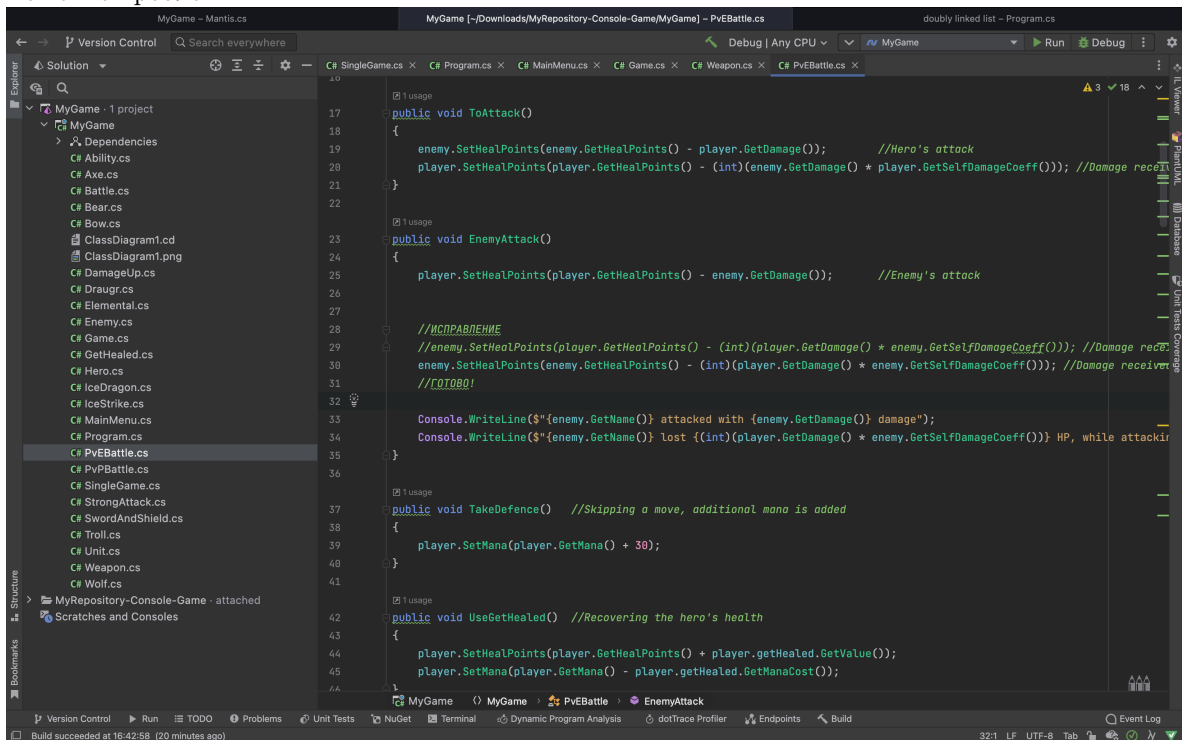


После первого хода HP противника растет в зависимости от жизней игрока.





Решение проблемы:



Можно использовать не открытую способность. На нее хватает маны, но она не выводится как доступная.

The screenshot shows the Visual Studio Code interface with a C# project named 'MyGame'. The console window is active, displaying the following output:

```
Gabe:
HP: 3450
Mana: 680
Damage: 750
Weapon: Bow
-----
IceDragon:
HP: 3375
Mana: 170
Damage: 50
-----
Gabe, select option:
0 - take defence
1 - simple attack
2 - get healed
3 - strong attack

Wrong input
Select from 0 to 4
4
Your opponent is frozen and skips a turn. Go again
Gabe, select option:
0 - take defence
1 - simple attack
2 - get healed
3 - strong attack
```

The interface includes a top toolbar with 'Run' and 'Debug' buttons, a sidebar with 'Solution Explorer' and 'File Explorer', and a bottom status bar showing the current build status and time.

Любое количество нулей интерпретируется как один ноль.

The screenshot shows the Visual Studio Code interface with a console window open. The console output is as follows:

```

/Users/akabynda/Downloads/MyRepository-Console-Game/MyGame/bin/Release/net5.0/MyGame
Main Menu
Select gaming mode:
1 - Single player
2 - PvP Battle
0 - Exit game
000

Process finished with exit code 0.

```

The interface includes a top toolbar with buttons for Version Control, Run, and Debug. The bottom status bar shows the build status as 'Build succeeded at 17:11:17 (moments ago)' and the current file is 'MyGame.cs'.

2 Достоинства

Разнообразие классов, безопасное общение между классами, модульность программы, хороший кодстайл, имеются комментарии к коду, устойчивость к некорректному вводу, удобный интерфейс и управление, понятный вывод данных.