1. **Team:**

* Professor X

1. **Project name**

* ConsoleWars

1. **Participants**

* Petar Metodiev – Twick
* Georgi Cvetkov – jorotz
* Vladimir Stefanov – stefanov2081
* Ivan Ilev – ivan.ilev.5
* Tsvetelina Vlasheva – Tsvetenceto
* Svetoslav Valkov – tesovalkov

1. **URL of project‘s TFS repository**

* <https://tfs.codeplex.com:443/tfs/TFS24>

1. **Explanation of the project**

* Main idea of the game.  
   The game is based on the NES Classic game Galaxian. The player is represented by the symbol(we chose to just call it a symbol) “\_+\_” and has to destroy the invading the three rows of “###”, which we call just enemies.
* Rules  
  The goal of the game is simple – destroy all enemies. The left and right arrows are used to control the symbol and the spacebar shoots a rocket. Until the rocket has hit an enemy or has disappeared from the playfield, the player can’t shoot another one. Each enemy has to be hit once to disappear. A level is cleared when all enemies are destroyed. The game ends either when all the levels are cleared or when the player runs out of lives.
* Used concepts  
  A class Bullet is created. It has current position (row and column) and a symbol.

A class Player is created. It has current position (row and column), color and symbol.

A class Menu is created. It is used for drawing and utilizing the menu for choice of difficulty.   
A class Enemy is created. Each enemy has its own properties – current position (row and column), if it is hit or not, color and symbol.

Every row of enemies is a one-dimensional array of objects enemy of class enemy.

According to the three difficulties, the initial values for starting lives, score increment and maximum number of levels is determined.

Some of the following .NET classes we used – System.Math, System.DateTime, System.Console, System.IO, System.Threading.

Two exception handlings have been used – for the reading and writing of text files and for the main method as a whole (in case we have missed something).

Two external files have been used – for reading the introduction to the game and for reading and writing the high score.

* Ideas for further improvement  
  Bonuses – super missiles which have splash damage, chain gun or laser, rarely bonus lives.

Split screen for two players – PVP and cooperative mode.

For higher levels or difficulties the ability for the enemies to shoot at the symbol.

Bonus levels – kill as many enemies as possible before the time runs out to get extra points without the risk of losing lives.