

## 1. Team and repository

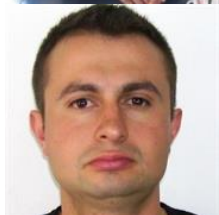
We are team “C.S. Lewis” and we are proud to present you our game named “WarChess”. More about it later, now let’s introduce you to the team.



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Game and graphics designer



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Game designer, Lead XAML and C# developer



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Git Repository: <https://github.com/CSLewisTelerikTeam/WarchessTeamProject>

## 2. Project description and purpose

“WarChess” is a multiplayer strategy board game. The game itself is based upon the old, well-known Chess game. The difference is that we made a lot of enhancements in order to create a dynamic environment, which requires a constant shifting of the player’s strategy to fulfill the final goal. Most of the non-programming code components in our game (unit portraits, music, secrets, wallpapers, etc.) are based upon existing games developed by the company Blizzard Entertainment. That’s why **WE DON’T TAKE ANY CREDITS OR MONEY** for the creation of this product. It is made primarily for the **educational purpose** of “Telerik Academy”, and for us to have fun! The logic is created on the C# programming language and the visualization is made with XAML. In the file **‘ClassDiagram.png’** you can see the class structure of our game.

## 3. Rules of the game

On the 8x8 board, there are two teams – The Alliance and The Horde. Each team consists of 16 units, which can move, attack, defend and have health points. All units start from level 0 and they can earn levels during the game. The unit names and behavior is explained in deep details in the file **‘units.xls’** (it should be in the same folder as this file). When two units collide, there is a battle. The attacking unit damage is subtracted from the defending unit’s health and the attacker receives damage equal to the defending unit’s defense modifier.

In order to win you have to kill the enemy Healing unit and the enemy King unit (Priest/King for The Alliance and Shaman/Warchief for The Horde).

**HAVE FUN!!!**

