Team “Eeyore” Space Ship Game

Members:

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Game description:

Our team developed a Space Ship Console Game, which is implemented in 11 classes.

The Engine of the game is implemented in the class Engine which holds the main game loop, which creates the game objects. It holds the methods for resizing the game field dimensions, printing the score UI, …etc. The enemy ships are randomly generated on the battlefield and are headed towards the player ship. The purpose of the player is to kill as many enemies as possible without getting killed. The player has a number of lives left, which count is decreased when the player ship is killed. Also the player score, level and experience are increased depending on how many enemies have been killed. At a certain level, the player ship weapon is changed to a Tripple gun, which kills best. The enemy ships speed is also determined by the player level.

The Player ship and the enemy ship are implemented in their own classes (PlayerShip and EnemyShip) which derive the abstract Ship class, which holds the main Ship fields, methods and properties and implements the IMovable interface.

The Weapons of the Player ship are implemented in the Weapon enumeration class. There are two types of weapons which are switched on depending on the player’s level. The weapon symbols are implemented in the ShotsLibrary class.

The shots the weapons produce are implemented in the Shot class. The class implements methods for drawing the shots when the ship fires.

The Collisions are handled by the Collisions class, which implements methods for collision caused by hit from an enemy ship or collision caused by the player ship shot towards the enemy ships. Also the class implements methods for sorting the high scores and prints the high scorers in a text file.

HelpMenu and MainMenu classes take care of the menu options handling, allowing the player to choose from different types of options to improve the fun.

Repository URL:

* TFS URL: <https://zdgeorgiev.visualstudio.com/>
* Repository URL: <https://zdgeorgiev.visualstudio.com/DefaultCollection/Spaceship%20Game/_versionControl>

Classes visualization: