

Project Report(team infinix)

Introduction:

Our project(Game) is based on JavaScript using the Canvas framework.

Problem Description:

Our motivation was to learn JavaScript. We decided to build a game to avoid obstacles based on Android game(Amazing Bricks).

Game Description:

1. The obstacles are in form of rectangles with gaps between them coming randomly from above.
2. The motive of the player is to move the ball left or right to avoid the obstacles by going through the gap.
3. If the ball touches the obstacle ,the game gets over and your score is displayed, otherwise game can be played forever.

Conclusion:

In the process of building the game and making it error-free, we learnt a completely new language (JS) to an extent that we can develop further things using it.

We also learnt to work in groups and divide work to function efficiently.

Team Members:

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