PROJECT REPORT

INTRODUCTION

Our project is based on JAVASCRIPT. It is a mini version of angry birds. You can throw a ball, hit some blocks and kill the pigs.

PROBLEM DESCRIPTION

The main challenge of problem was to handle to colliding motion and its simulation in 2-D space. Also finding the intersection of objects was another hurdle.

SOLUTION PROPOSED

We used the physics and implemented it in our simulation and every object behaves like it would in real-world scenario

(with few exceptions).

Execution

This project is implemented using JAVASCRIPT and HTML.

All the simulation is with help of JAVASCRIPT

CONCLUSION

It was a nice experience working in a team. We learnt to co-ordinate.

REFERNCES

https://github.com/zense/Canvas-Competition

TEAM MEMBERS

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