

# PROJECT REPORT

## Introduction:

Our project is based on javascript.

## Problem Description:

It is a simple obstacle shooter game. Player collects coins and can Shoot the obstacles. Regular score boosters come at regular Intervals.

## Solution Proposed:

A basic G.U.I game where the system responds to the inputs Entered by the user. The objects such as obstacles and score Boosters move left with the change of each frame. The frame Per second has been adjusted to 25.

## Execution:

1. Java Script Methods.
2. HTML5 canvas was used to make all the G.U.I.

## Conclusion:

1. All the two members learnt to co-ordinate.
2. Since both of us had to work on the same project Simultaneously, we both learnt the applications of

Javascript and also understood why it was much needed.

References: [github.com/zense/canvas-competition](https://github.com/zense/canvas-competition)

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