Project description:

This is basic ball game. Initially one ball starts falling down, When the user clicks on the ball using mouse, the ball relocates randomly, and his score increases by one. For every increment in score by 5, a new ball gets created and it starts falling down. If any of the ball reaches the bottom of the screen the game is over.

Execution:

I used canvas packages and basic javascript for making balls and incrementing the score.

Conclusion:

1) It's hard to do a project without a team, but it's possible xD.

2) Seniors help a lot.

Team members:

1) Siva Hitesh (IMT2019041)

THE END!!!!!!