**To-Do List**

Mandatory tasks:

* Player state (dead/alive) - Yani
* Event listener on player creation  
  - function that requires 2 arguments (buttons to move with)
* Improve collision - Yani
* Background (SVG behind canvas) - Lyuba
* Items (on the SVG with the background or new one)
* Improve code quality  
  - move random values to the constants variable  
  - improve naming
* Menu - Andrei  
  - a way to decide how many players will take part  
  - fields for player's name and buttons to use and color  
  - a button to start the game
* Scores - Andrei
* Scoreboard  
  - containing player's name and score
* PlayerArray (max 4)  
  - improve beginGame function (foreach players)

Optional tasks:

* Unit testing
* Move player size (radius) to player initialization  
  - if there will be items to increase size
* Pausing (triggered by button or key)
* Sounds
* Items (appearing on the SVG)

Completed Tasks:

* Player creation - Vesko

- initialization (name, id, modifiers)  
- functions for updating position

* Event listeners logic - Vesko
* Collision detection logic - Vesko and Yani
* Path drawing logic - Vesko