VERSION [1.0]

JANUARY 14, 2018

EVIL HUNTER GAME

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INTRODUCTION OF GAME

Game contains different levels and the task of the player to strike the demons and not to the angels. The game has more than one level, in each level the game becomes more difficult by increasing the speed and number of objects

TEAM STRUCTURE

PROJECT STORY

- Split tasks at specified intervals.

- Divide the tasks of each individual in the group in each period on time.

- Start the establishment of the first level.

- Continue to establish other levels.

- Work in creating the story of the game.

- Work on creating a welcome page.

- Compile all tasks in the final project

TEAM MEMBERS

Names Of Team Members
Mahmoud Marzouk Omar
Eman Fikry Bahi El-din
Ghada Mohammed Attya
Bassent Ahmed Ali Fahmy
Assma Mohammed Mohammed Kamel
Mustafa Ahmed Mohammed

TOOLS

PROJECT STRUCTURE

CLASSES AND ATTRIBUTES

Classes	Attribute
Player	
Evil	Id
	cloudNo
	type
Angel	id
	cloudNo
	type
Cloud	cloudId
	isBusy
	imgNo

BEST BROWSER AND HOW TO PLAY

BEST BROWSER

GAME SUPPORTED

Support all mobile and tablet sizes