## *JS UI and DOM*

## *Team "Between The Sheets"*

# **Team members:**

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# **Game description:**

This is an amazing application to test your knowledge about cocktails mixing.

As we know the great sense of humor of our trainers, we decided to test their bartender's experience, and also to make the game closer to the Telerik Academy spirit.

Please choose you favorite trainer, to shake your favorite shake!!

He will greet you in his unique style!



# **Technical description:**

The playfield of the game consists of wooden shelves - shown on the left hand of the playfield, filled with alcohol, non-alcohol drinks and other needed substances like lime and mint .

On the main part of the playfield, is shown a beach bar, with the bartender you choose, and the cocktail that is desired.

The name of cocktail that should be shacked

Shelves with cocktail ingredients. Drag the ingredients to the shaker

Shaker



control buttons

Please **read** carefully the name of the Cocktail and **drag the drinks** and the substances **close to the shaker**. When you finished, click on the green "READY" button.

If you get wrong or wish to start a new game, click on the red "Again" button.

# **Business logic:**

The game is organized in folders, as follows:

- **images** - included alcohol, non-alcohol drinks images; bartender images; background images; logo image;

- **libs** - containing **KineticJs framework** ;

- **sounds** - containing audio effects of the game;

There are 2 JS files:

- **bar.js** - containing  **helpful functions**/methods and modules, created as a properties of the bar

* *getAlcohol,getNonAlcohol,getSubstances, getRecipes -* are returning arrays
* *getSounds -*  returns Object with bartenders sounds;
* *getConstants -* returns Stage and Bottle Images dimensions
* *generateImagePath*
* *showBartender*
* *getBartender*
* *selectedDrinkIsUnique*
* *getCocktail -* returns Cocktail name
* *ready, reset -* controls the buttons behavior
* *successShake,wrongShake -* checks if the recipe is correct and invoke corresponding animation made by using***RAPHAEL framework***
* *endScreen -* creates an animation corresponding to the result of the game. Creates a final text.

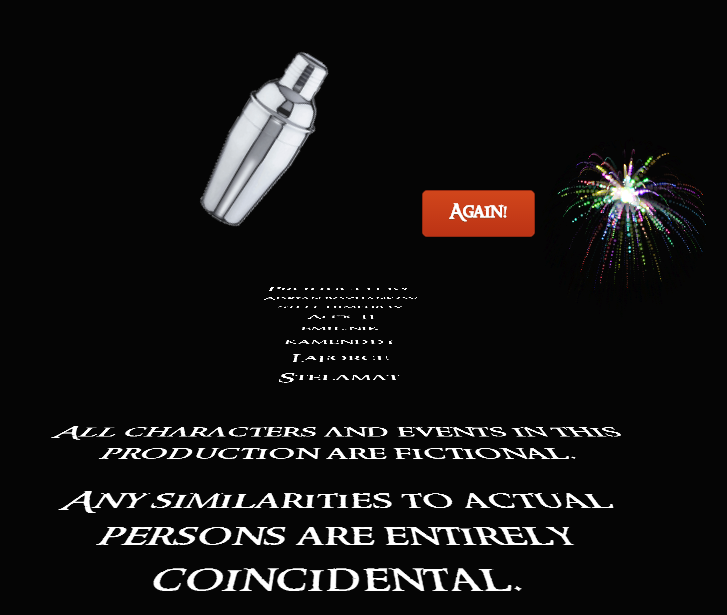
**- main.js -** controls the main behavior of the program;

- loading start screen, loading background music

- after choosing a bartender,

* loading background layers - ***using KineticJs***
* loading chosen bartender's face,
* loading chosen bartender greeting - applied by random,
* loading a desired shake name -by random
* loading and put on place bottles of drinks and Substances on the shelves - using cycles and a set of constants ( bottles are created as a KineticJs objects) .

- the player choose a bottle/substance

* when the player "steps" on the shelves, the cursor changes to "pointer"
* if the bottle is dragged over the Shaker, the bottle tweets - rotates imitating pouring liquid and returns to its previous place - ***using canvas animation***
* the name of the added substance is added to the list of used ingredients - right below the name of the desired cocktail.
* Pushing Ready button - invoke a function to check the correctness of the recipe, and the corresponding end screen animation
* End screen animation****

There are no customer inputs, so there is no need to use **Data Encapsulating.**

**The Modules are designed with strong cohesion and "loose coupling".**

The code is **high-abstract**, with a lot of **Constancies**, which made the **code easy to modify and maintain.**

**There are used a lot of native DOM manipulations.**

# Git repository:

https://github.com/Between-The-Sheets/Lord-Of-The-Drinks-Project