Action plan

GinFizz team project.

**Its main purpose it to experience using graphics, DOM manipulation and OOP in a real-world-like project and to get some experience in team working and team collaboration with a source control system.**

**Implementation of server-side logic with ASP.NET, PHP, Java or Node.js**

1. Task

Implement a client-side JavaScript application using the HTML graphic APIs – canvas and SVG.

The project can be a game, web statistics or anything else.

* use existing game project (provided by David) -
* Update (arrange and properly name in english all names, functions, variables and so on …

Follow the best practices for producing high-quality code:

Correct naming

Data encapsulation

Use modules

Use ES 2015 syntax where possible

Strong cohesion and loose coupling

Use GIT as a source control system

Host it on http://github.com

Optional Requirements

If you have a chance, time and a suitable situation, you might add some of the following to your project:

Use DOM manipulations like native DOM API and/or jQuery

Unit and integration testing

Backward compatibility (make the application usable on browsers like IE8, IE7 and IE6))

* add additional functionalities, fix bugs, add SVG to project,
* test if it works properly on: Google Chrome

Mozilla Firefox

Microsoft Edge/Internet Explorer 11

Opera

Apple Safari

Additional Requirements

* resize the whole game
* add functionality (to shoot faster for a given period of time, as a bonus - throwing “blazing shrunken”) … (could think of additional multiple shrunken?!)
* once “hit” by a ball do not start from beginning of level but lose life and continue from same point of advancement.
* animate the “bad robot” to indicate in which direction is headed. (Telerik Ninja “Doncho” shooting shrunken instead of balls)
* Fix “Click to continue" only to the field.
* add a quick description “How to play the game like a ninja master!”
* create brief 3 min video presenting the team project! http://best.telerikacademy.com
* final project presentation! (Demonstrate the application (very shortly)

Show the source code

Show the commits logs to confirm that team member have contributed.

Optionally you might prepare a presentation (3-4 slides) Please be strict in timing! Be well prepared for presenting maximum of your work for minimum time. Bring your own laptop. Test it preliminary with the multimedia projector. Open the project assets beforehand to save time. You have 10 minutes, no more

Give Feedback about Your Teammates)

1. Implementation
2. - add a repository to GitHub containing the “original” version of the game.
3. - add to GitHub the action plan
4. - distribute tasks among GinFizz team members
5. -
6. Timeline -
7. - progress check - Thursday (04.08.2016)
8. - by Monday (08.08.2016) we should have an updated game project in accordance with the Action plan.
10. Results
11. Presentation of final product