Team Dirty Martini

Team Project

Project Description

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

Team Members:

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Project Explanation:

The web page starts with the start menu.

You can start the game from the Start button. If you don't know the rules you can check them on Rules.
The rules for you to play are simple – the game must be played by two players.

The object of the game is one of the players to be the first to reach zero from starting total of 50. Each round every player has 3 darts to throw or to be exact 3 olives. Every place on the board has its point value and it is subtracted from your total.

If a player, for example has 10 points left and he hits more than 10 his total points remain 10 and he gives the turn to the next player.

In short terms, after a player throws his olive darts he subtracts the total score from his current total until he reaches zero.

You can navigate your olive dart by pressing space. The first thing is when your dart goes in circles around the dart board. After that when it is going in straight line through the whole board and last thing is to control the power of your throw.

And the competition of who is better begins.

If you enjoyed the game you can see the <u>Credits</u> and send a thankful letter to the team that created the game. And after you spend hours of playing just click the <u>Exit</u> button and return when you are ready to master you darts skills.

After you click exit we are sending you a hearty Goodbye.

No Martini, No Party.

Git repository:

https://github.com/ElinaSamardjieva/DirtyMartini

Other Information about the project:

General Requirements

Please define and implement the following assets in your project:

- Use the HTML5 canvas
  - Or a Canvas framework like KineticJS, paper.js or other
- Use SVG
  - Or a SVG framework like Raphael JS or other
- Create animations
  - Either for the canvas, SVG or both
- The application must work in the latest versions of the browsers: Google Chrome, Mozilla Firefox, Internet Explorer 10/11, Opera and Apple Safari.

Additional Requirements

Follow the best practices for producing high-quality code:

- **Correct naming**
- **Data encapsulation**
  - Use OOP and modules
- **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)