**Team Bo Rai Cho – Space Fighter**

**Team members:**

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* **Nikolay Dimitrov (student username: timenov )**

**Game theme and gameplay:**

**“Space fighter” is a simple web-based game where you play as a pilot of small space ship. The ship is traveling in the space that is full of unpredictable asteroids. The main goal of the player is to stay alive as long as possible. The space ship is equiped with gun, which helps the player to destroy the incoming asteroids and clear his way.**

**Highscore list provides information about the top 3 players of the game.**

**Game design and implementation:**

**Game implementation is done by using Vanilla Javascript and external libraries as jQuery and RaphaelJS.**

**The main game scene is renedered by Canvas. RaphaelJS is used for rendering the background. Additional sounds are added to improve the gameplay. The highscores list is saved in the local storage of the current browser. Startup screen, game logic and game background are separated in different files.**

**URL to Git hub repository:**

<https://github.com/IvayloGeorgiev/Team-Bo-Rai-Cho>