**Team Bramble**

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 Tutorial.

The rules are simple -

In Settlers of Catan, each player represents a group of settlers who have landed on the remote island of Catan. The goal of the game is to become the dominant group on the island by acquiring Victory Points. Victory Points are earned by building settlements and cities, by having the longest road or the largest army, or by purchasing certain cards.

Building requires resources. Each settlement or city receives resources based on the nearby terrain. Forests produce wood, mountains produce ore, hills produce bricks, plains produce grain, and pastures produce sheep. Players can use these resources to build settlements, roads, and cities. Resources can also be exchanged for development cards that contain knights or other advantages.

The game is played in turns. Going clockwise, each player starts their turn by rolling two dice. The number rolled determines which terrain produces resources. All players who have settlements or cities adjacent to those areas gain the corresponding resources. After rolling, a player can trade resources with other players or with the bank, and can buy settlements, roads, cities or cards from the bank with these resources. The winner is the first player to have 10 Victory Points on their turn.

**Git repository :**

**https://github.com/KonstantinSimeonov/JS-UI-DOM-Teamwork---Bramle**