



1. Team

- Freddy Krueger

2. Project name

- Super Sonic

3. Team members (in alphabet order)

- Dimitar Kerezov (Mitko.Kerezov)
- Joan Sirrakkov (kzhokham)
- Lachezar Tomov (lbtomov)
- Mladen Mladenov (mladenvm)
- Petar Dryanov (pd2905)
- Stefan Popgeorgiev (StefanPopgeorgiev)

4. Git repository

- <https://github.com/MlaDANCe/Freddy-Krueger>

5. Project summary

- The main idea
We designed one level of a coin collecting game. The prime aim of the hero is to collect as much as possible coins for a specific amount of time.
- Rules
The hero can freely move left and right on the platforms. He can jump between platforms in arbitrary order. If the hero leaves a platform it falls down until reaches any other platform on his way. To collect a coin hero needs to touch it. When time is up game ends. To restart the game refresh the browser window.
- Implementation details
We use four dedicated layers. From bottom to top in depth they serve:



- I. Background image
- II. Platforms
- III. Coins
- IV. Hero

Background, platforms, coins and hero animations are implemented with KineticJS library. We use jQuery library with a few plugins for time counter and score board. Coins are deployed through randomization algorithm so each new game offers a different challenge to the player. Game messages are animated with RaphaelJS and fontJS.

- Browser support

The application is proved to work in Internet Explorer 10+ and latest versions of Google Chrome, Mozilla Firefox, Opera and Apple Safari.