



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 used 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 used RaphaelJS library for time counter and score board. Coins are deployed through randomization algorithm so each new game offers a different challenge to the player. And, of course, we made use of jQuery library in various parts of the code.

- Browser support

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