1. **Team**

* Freddy Krueger

1. **Project name**

* Super Sonic

1. **Team members (in alphabet order)**

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

1. **Git repository**

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

1. **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:

1. Background image
2. Platforms
3. Coins
4. 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.