This document describes the **teamwork assignment** for Telerik School Academy students in the **JavaScript DOM and UI meeting (November 2013)**.

# Project Description

Design and implement a web application using JavaScript

It could be one of the following:

* **Your idea for an application**
  + Use your imagination and creativeness
  + Use Canvas, SVG and/or WebGL
  + Use DOM manipulation and dynamic creation of UI
* **Tic-Tac-Toe** Game
  + The game is played by two users on the same machine
  + Users can perform moves in a started game
  + Users can either win or lose
  + Create a local high-score board
  + Use Canvas or SVG for the game
* **Simple 2D/3D Shooter**
  + The users can move on a map
  + The users can shoot at a target
  + Hitting a target gives points
  + The game be played by many users (on the same machine)
  + Create a local high-score board
  + Use Canvas or WebGL for the game
* **The Snake** Game
  + Implement the snake game
  + Create a local high-score board
  + Use Canvas or WebGL
* **The Tetris** Game
  + Create a local high-score board
  + Use Canvas or WebGL
* **Image editor** (Paint-like application)
  + Users can draw shapes on a sheet
  + Users can copy images to the sheet
  + Users can change the colors of the image (invert the colors or change only their red, green or blue component)
  + Users can save the drawn image to their machine
  + Use Canvas
* **Family Tree** Application
  + Users can create a family tree
  + Users can add their relatives to the tree
  + Users can upload an image of their relative
  + Users can save an image of the tree to the machine
  + Use Canvas

## General Requirements

Create a small, yet well-developed application. Don’t try to make a huge app that exceeds your skills and time. Spend time on the UI and user interactions, instead of complex programming logic and/or architectural/design patterns (we will get to them later).

Please define and implement the following assets in your project:

### Requirements for the application

* Use JavaScript, HTML and CSS
* Make an interactive user interface
  + Implement dynamic creation of DOM elements
* Use at least one of the HTML 5 graphic APIs
  + Canvas, WebGL or SVG
  + It can be a CANVAS game, charts that visualize data, image editor (paint), etc…
* The application code must be in a source control system
  + The SCS can be either Git, SVN or TFS
* The application repository for the SCS must be public
  + It should be accessible via URL in a web browser
  + You can use <https://github.com/>, <https://code.google.com/>, <http://codeplex.com/> or other

### Optional Requirements

If you have a chance, time and a suitable situation, you might add some of the following to your project:

* Usage of **remote data** (REST Services, RSS or other)
* **Host the application on a web server** ([appharbor.com](http://appharbor.com), [hit.bg](http://hit.bg), [phpfog.com](http://phpfog.com) or other)
* **Usage of a structural JavaScript framework**
  + Backbone.js, Ember.js, AngularJS, Knockout or KendoUI

## Deliverables

Put the following in a **ZIP archive** and submit it (each team member submits the same file):

* The complete **source code**.
* A text file containing:
  + The **URL of the public repository** for the application
  + A link to a **2-minute-long video**, **uploaded in YouTube**, showing your application

The deadline for submitting the deliverables is one day before the next meeting of Telerik School Academy (mid-december 2013)