



FRUIT  
NINJA™

Reiko  
TEAM

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# Introduction:

The HTML5 Canvas game “**Fruit Ninja!**” was developed as a team project for the JavaScript IU & DOM course in Telerik Academy.

The following description contains information about the contributors, project description and the URL of GitHub Repository.



# Project Description

**“Fruit Ninja”** is one of the greatest fruit-slicing game in the world. **Fruits** are the targets in Fruit Ninja. You must slice them to earn points.

The game is implemented using HTML5, CSS3, HTML5 Canvas + Animations, JavaScript + OOP, Design Patterns, KineticJS, jQuery, RequireJS, etc.



# Project Description

We followed the best OOP Practices and SOLID + DRY principles. We put efforts to make the code **easy to read, understand and maintain, to ensure correct behavior and to provide simple user interface.**



# Project UML Diagram

**Fruit**

**FruitFactory**

**Player**

**CanvasLayer**

**GameSettings**

**GameEngine**

**ObjectDrawer**

**CollisionDispatcher**

**MouseEventHandler**

**EventListener**

**Polyfill**

**Utility**



690 points



# GitHub Repository

You can find the source code at the  
following address:

<https://github.com/Reiko-JS>





# Project Activity

- Contributors activity: <http://goo.gl/KQO1rf>
- Commits: <http://goo.gl/3wrlYx>

