“Just Disc Battle” game

Team “Baracuda”

# Introduction

The game “Just Disc Battle” was developed as a team project for the JavaScript UI & DOM course in Telerik Academy using kiteticjs and requirejs. The following description contains information about the team members, screenshots, brief gameplay details, and the URL of the team repository.

# Team “Baracuda” members

The team's members have been chosen by the Academy and include the following students:

* Mihail Yankov ([M.Yankov](https://telerikacademy.com/Users/M.Yankov))
* Emilia Georghieva ([Emiliya93](https://telerikacademy.com/Users/Emiliya93))
* Martin Ali ([Beardhammer](https://telerikacademy.com/Users/Beardhammer))
* Adrian Apostolov ([Adrian.Apostolov](https://telerikacademy.com/Users/Adrian.Apostolov))
* Alexis Sideriss ([a.sideriss](https://telerikacademy.com/Users/a.sideriss))
* Georgi Enchev ([enchev93](https://telerikacademy.com/Users/enchev93))
* Dimitar Lachkov ([dlachkov](https://telerikacademy.com/Users/dlachkov))
* Andrey Traykov ([andrei\_pl](https://telerikacademy.com/Users/andrei_pl))

# Screenshots

1. Project purpose – The player controls the red ninja puck with the mouse. The player and the computer are bound to their fields and can’t cross the middle of the playground. The player must hit the ball puck and score a goal while defending his goal line.

The purpose of the game is to have more goals than the computer after the time runs out. The amount of goals and remaining time are displayed in the top bar.

1. [Git repository](https://github.com/TeamBarracuda-Telerik/JustDiscBattle)