Team Daffodil - Javascript Teamwork

Goal: Create a client side simple JavaScript game.

Game concept: Space Invaders/Galaxian clone.

The Team:

Nicola Hristov – Game Logic / Game Engine

Tatyana Tsvetkova – Sound / Start Page

Damian Dobrev - Graphics/Design

Code and Tools:

Heavily referenced HTML 5 galaxian clone tutorial, use of OOP practices (inheritance in particular) in JS, some optimization work on Canvas just in case.