# GinFizz Team Project

ACTION PLAN

**Objective**

* To experience using graphics, DOM manipulation and OOP in a real-world-like project and to get some experience in team working and team collaboration with a source control system.
* Implement a client-side JavaScript application using the HTML graphic APIs – canvas and SVG.
* Implementation of server-side logic with ASP.NET, PHP, Java or Node.js

**Tasks**

* Familiarize yourself with the **existing code of Bubble Trouble game** (provided by David)
* **Update the code**, i.e. arrange and rename according to JavaScript naming conventions all the functions, variables, etc.
* **Follow the best practices for producing high-quality code**:
* Correct naming
* Data encapsulation
* Use modules
* Use ES 2015 syntax where possible
* Strong cohesion and loose coupling
* Add abundant and **comprehensive comments** wherever necessary
* Use GIT as a source control system
* **Host the project on http://github.com**
* add additional functionalities and fix current bugs
* modify the code, so that once the robot is “hit” by the ball, the game will not start from beginning of the level, but will continue from same point of progress and a life will be deducted instead. In case all the lives have been exhausted, the program will loop back to the beginning of the game.
* add SVG images to the project
* Animate the robot to indicate in which direction he is headed. (e.g. Telerik Ninja “Doncho” shooting shrunken instead of balls)
* Add fluid layout to the game, i.e. the window will resize depending on the screen resolution.
* Add some extra functionality (e.g. to shoot faster for a given period of time/ throwing “blazing shrunken” as a bonus, maybe acquire additional multiple shrunken as well?)
* Fix “Click to continue" only to the field.
* Add a quick description “How to play the game like a ninja master!”
* test if the game works properly in current versions of:

- Google Chrome

- Mozilla Firefox

- Microsoft Edge/Internet Explorer 11

- Opera

- Apple Safari

**Implementation**

* Add a repository to GitHub containing the “original” version of the game.
* Add the Action Plan to the GitHub repository
* Distribute the tasks among GinFizz team members

**Timeline**

* Progress check - Friday (05.08.2016)
* -By Monday (08.08.2016) we should have an updated game project in accordance with the Action plan.

**Presentation**

* Create a brief 3 min video presentation of the team project and upload it to YouTube.
* Create a short final project presentation (Demonstrate the application)
* Show the source code
* Show the commits logs to confirm that team members have been contributing to the project.
* Provide feedback about your teammates

**Wish List**

* If time permits implement **Optional Requirements**:

- Use DOM manipulations like native DOM API and/or jQuery

- Unit and integration testing

- Backward compatibility (make the application usable on browsers like IE8, IE7 and IE6))

* Any team member is free to suggest any additional functionality below: