

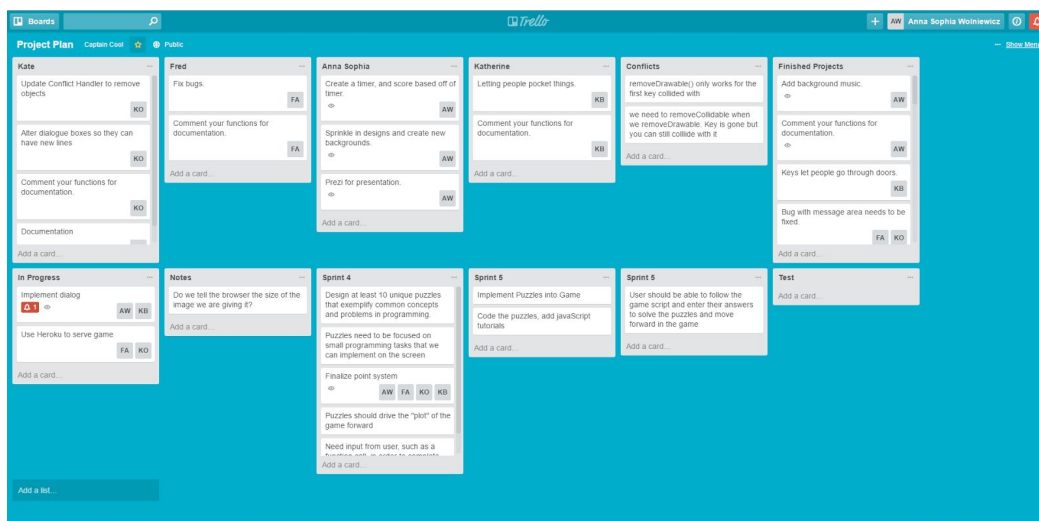
Captain Cool

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- **Project Tracker**

Trello

<https://trello.com/b/rC4w5cus/project-plan>



- **GitHub**

<https://github.com/aswolniewicz/captainCool>

- **Auto-doc**

We used JSDocs to document our code. You can find our documentation here:

<https://github.com/aswolniewicz/captainCool/tree/master/documentation>

Drawable_classes~Collidable

extends Drawable

Constructor

new Collidable(the, width, height, x-coord, y-coord, tells)

Parameters:

Name	Type	Description
the	Object	game instance
width	int	of the object
height	int	of the object
x-coord	int	of the object on the canvas
y-coord	int	of the object on the canvas
tells	boolean	whether the object can be walked over or not. If true then the object is solid, if false it is not

Source: [drawable_classes.js, line 31](#)

Methods

Class: Level

Background.Level

This class creates level

Constructor

new Level()

To create a level you need to pass a Game object and ID number

Source: [background.js, line 14](#)

Methods

addDrawable(object)

Adds drawable object to the drawables list

Parameters:

Name	Type	Description
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Classes

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Obstacle
PlayerCharacter

- **Contribution Screenshots**

Fredrich Amouzou is fram6578

Anna Sophia Wolniewicz is aswolniewicz

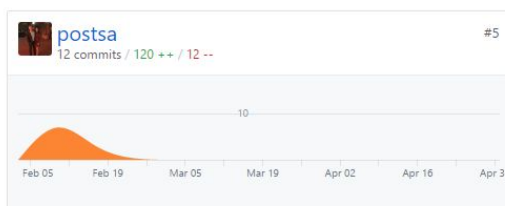
Katherine Best is Serenaise

Kathryn Osborn is kateosborn10 and postsa

Feb 5, 2017 – May 3, 2017

Contributions to master, excluding merge commits

Contributions: Commits ▾



- **Deployment**

Click this link to access the deployed version of our game:

<http://captaincool.herokuapp.com>

To build and run the game on your local machine:

1. Clone the repository
2. Make sure you have python and pip installed
3. Run the command `pip install -r requirements.txt`
4. Inside your repository type the command `python app.py` in your terminal
5. Go to the local port designated by the terminal and have fun!