**Kobra JS Telerik Academy Team Project**

**Kobra the Fish**

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**Github repository:**

[**https://github.com/smile7/KobraJS**](https://github.com/smile7/KobraJS)

**Contents:**

1. **overview**
2. **used technology**
3. **requierments**
4. **features**
5. **scripts**

**1 overview:**

**Kobra the Fish is a web aplication with entertainment purposes (game).**

**2 used technology:**

* 1. **serverside:**
     1. **Active Server Pages**
     2. **Active Data Objects**

* 1. **clientside:**
     1. **html 5**
     2. **css3**
     3. **javaScript**
     4. **AJAX**
     5. **browser localstorage cpmponent**

**3 requirments:**

* 1. **serverside: asp service**
  2. **clientside: web browser (compatible with latest versions of IE, Chrome, Opera, safari, mozzila firefox)**

**4 features:**

**interactive real time gameplay**

**ability to register and save user and score**

**ability to restore sessions for the players allowing them to continue from set points in the game**

**5 scripts:**

* 1. **used libraries:**
     1. **kinetic.js**
     2. **jQuery**
     3. **inheritance.js**
  2. **serverside: VBScript:**
     1. **mainincludes.asp: includes needed files to all pages**
     2. **logIn.asp: provides interface to the client to log in or register**
     3. **game.asp: provides interface for playing the game and**
     4. **register.asp: exectus script for registering user**
     5. **saveScore.asp: executes script for saving the player score onto the server**
  3. **client side:**
     1. **userScore.js: contains AJAX functions for communicating with the server for handling user information, as well as functions saving and loading from browser local storage.**
     2. **Game.js: the main game engine**
     3. **gameObjects.js : base class for the scripts generatinng the game objects.**
     4. **XXX.js: scripts visualising game objects.**