# TELERIK ACADEMY

Course: JavaScript UI and DOM, Jun, 2014

## Team "BAMBI"

**GitHub repository**: <https://github.com/bankova/bambi>

**Team members:**

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We implemented a Brick game. For description, please see below:

We used SVG, HTML5 Canvas, HTML5 Canvas Animation, jQuery, DOM Manipulation.

BRICKS game is something like Ping-Pong. The reflective board (PAD) in the lower part of the screen meets the ball that brakes bricks, stacked on top of the screen when you reach them.

Upon hitting a brick from the stack, the achieved score is updated. Upon exhaustion of bricks available to the player in the current level, he could start the next level. Upon release of the ball, the ball goes off the PAD, and the game ends. The aim of the game is to prevent the ball falling on the ground and the goal is to break all bricks. Reflective board can be moved with keys "left arrow", "right arrow." In the next level the line of bricks increases by one.

If you press “New Game” button, the game is restarted.

The game develops skills compliance, geometrical thinking and reflexes to react quickly to changes in the direction of the ball.

Have fun with BRICKS!