# Team Havik

## JavaScript Game – Hungry Shark

*“There is a creature alive today who has survived millions of years of evolution without change, without passion and without logic. It lives to kill. A mindless eating machine, it will attack and devour anything. It is as if God created the Devil and gave him JAWS!”*

### 1. Team Members:

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| # | Name | Student System Username |
| 1 | Adriana Dimanova | ADimanova |
| 2 | Ivan Bangiev | Bangiev |
| 3 | Martin Antonov | FractaL |
| 4 | Vassil Stoychev | stoychev.vassil |
| 5 | Dimitar Ivanov | Div81 |
| 6 | Alexander Velev | AVelev |

2. The URL of the GitHub repository:

<https://github.com/Bangiev/JSTeamwork>

### 3. Project description

After in-depth discussion the team decided to implement an HTML5 canvas-based game and named it ‘Hungry Shark’. The idea of the game is for the player to survive as long as they can and not die of starvation or collide with the dangerous environment surrounding them (fishing hooks, sharp anchors, a bit too much air or ocean floor). The main game objects are implemented as originally drawn sprites rendered via HTML canvas. Additional animation drawn with SVG is also included – a health bar that keeps track of the shark’s vitals. The game is a work in progress as additional features will be implemented in the future.

The team met twice to discuss project ideas and used intensively Skype for exchanging ideas from home. Also a Google document was created for team members to have different tasks assigned and their progress tracked by the others.

### 4. Completed Requirements:

All General Requirements were fulfilled, including animations on both HTML5 canvas and SVG. The game was also tested on the latest versions of the most common modern browsers. The team has made an effort to also implement the additional requirements using correct naming and high quality code. The source control system used for game development was Github.