# Team Havik

## JavaScript Game – Hungry Shark

### 1. Team Members:

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| # | Name | Student System Username |
| 1 | Adriana Dimanova | ADimanova |
| 2 | Ivan Bangiev | Bangiev |
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2. The URL of the GitHub repository:

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

### 3. Project description

After in-depth discussion the team decided to implement a HTML5 canvas-based game and named it ‘Hungry Shark’. The idea of the game is for the player to survive as long as he/she can and not die of starvation or collide with the dangerous environment surrounding him/her (fishing hooks, sharp anchors, a bit more air or too much ocean floor). The main game objects are taken from specifically drawn sprites. They are rendered via HTML canvas, however there is additional animation drawn with SVG – a health bar that keeps track of the shark’s vitality parameters. The game is not completed at the time of the presentation as all intended extras 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 tried to implement also the additional requirements using correct naming and high quality code. The source control system used for implementation of the game was Github.