­­­

Contents

[1. Project participants 2](#_Toc107293554)

[2. Project description 2](#_Toc107293555)

[3. Summary of the project 2](#_Toc107293556)

[3.1 Goal 2](#_Toc107293557)

[3.2 Stages of realization 2](#_Toc107293558)

[3.4 Programs used 3](#_Toc107293559)

[4. Table with functions and explanations 3](#_Toc107293560)

# 1. Project participants

* KNTaligadzhiev19 - Scrum trainer
* MVMartinov19 - Scrum trainer
* INMichevska20 - Backend developer
* RIPetkov20 - Backend developer
* IIDadakov20 - Backend developer
* BSBadalova21 - Frontend developer
* SPGeorgieva21 - Frontend developer
* DDPeev21 - Frontend developer

# 2. Project description

Our task was to create a game. The rules of the game are not very complicated. You are a little dwarf who is in the forest and has to overcome obstacles like mushrooms and stones without touching them, because otherwise he dies. By pressing "space" you can skip them and continue the game.

# 3. Summary of the project

## 3.1 Goal

Our goal for the project was to create a game for all ages. The main idea is that you must dodge obstacles in the forest without touch them. Our game can be use to relax after a stressful day.

## 3.2 Stages of realization

1. During the first stage we made our team according to the given team making criteria. After a brief consideration we formed our team and its positions. That took us roughly around one to two days after we held our first meeting. Around this time, we also chose the name for our team “Polygine”. After finishing the work around the creation of our team we started to think of an idea for the project.
2. The second stage we went through was working on the tasks we were given. This was probably the most difficult stage and the most time-consuming one. We encountered various problems during the realization of our idea.
3. The third stage of realization was creating the PowerPoint presentation and documentation for our project. At this stage, we had to finalize our product and make our final changes.
4. The last and most important stage was our preparation for presenting our work. This was the most stressful period of the entire process because it was also the most essential one.

## 3.4 Programs used

* Visual Studio code – for writing and sorting the code.
* Git and GitHub – for committing the project and sharing it.
* Word – for creating the documentation.
* PowerPoint – for making the presentation.
* Microsoft Teams and Discord – for communication.
* Adobe Creative Cloud – for logo editing.

# 4. Table with functions and explanations

|  |  |
| --- | --- |
| Function name | Description |
| Image() | Takes random image from the saved imagеs. |
| draw() | Draw the images from which you have to play the game and calls the jump function. |
| jump() | Make the dwarf jump through the dangers. |
| getRandomNumber() | Gets a random number. |
| playerColliding() | Makes new objects and sets the colliding of the player and and enemy. |
| isPastBlock() | Checks if the player passes an enemy. |
| generateBlocks() | Generates obstacles. |
| randomInterval() | Makes the enemies appear on a random width between each other. |
| drawScore() | Shows the score when the game is over. |
| shouldIncreaseSpeed() | Increase the player’s speed each time he scores 15 points. |
| backgroundMovement() | Move the background during the game. |
| animate() | Recursive function that adds animations and delete a passed obstacle. |
| setTimeout() | Calls the generateBlocks() function. |
| startGame() | It starts the game. |
| restartGame() | It restarts the game. |
| navSlide() | The tabs of the navbar appear with animation if the window size is decreasing. |