The Pirate’s cove

Table of Contents

[Team 2](#_Toc107180285)

[Goal 2](#_Toc107180286)

[Task 2](#_Toc107180287)

[Fuctions 4](#_Toc107180288)

# Team

The people, which are a part of this project, are:

* Lubomir Bozukov, 10B class, email - [LVBozukov19@codingburgas.bg](mailto:LVBozukov19@codingburgas.bg)
* Georgi Mateev, 10B class, email – [GGMateev19@codingburgas.bg](mailto:GGMateev19@codingburgas.bg)
* Bozhidar Boyadzhiev, 9V class, email – [BPBoyadzhiev20@codingburgas.bg](mailto:BPBoyadzhiev20@codingburgas.bg)
* Mario Zlatev, 9V class, email – [MIZlatev20@codingburgas.bg](mailto:MIZlatev20@codingburgas.bg)
* Georgi Zhekov, 9V class, email – [GTZhekov20@codingburgas.bg](mailto:GTZhekov20@codingburgas.bg)
* Kaloyan Georgiev, 8V class, email – [KGGeorgiev21@codingburgas.bg](mailto:KGGeorgiev21@codingburgas.bg)
* Martin Stoyanov, 8B class, email – [MMStoyanov21@codingburgas.bg](mailto:MMStoyanov21@codingburgas.bg)
* Ivan Dochev ,8B class, email – [IDDochev21@codingburgas.bg](mailto:IDDochev21@codingburgas.bg)

# Goal

The main goal of our game is to create a fun experience for the user, while solving puzzles and stimulating critical thinking. Various items are unlocked, and values are assigned to stats of the heroes. In the future, we can add more things and make the game better.

# **TASK**

We made a meeting and decided on the idea. We created a design and started working on the site. We also started working on the game. Although there were some issues at first, we managed to succeed with our task.

**Technologies and languages used:**

* Teams
* Visual Studio Code
* Visual Studio
* PHP
* RainTPL
* Git
* GitHub
* Word
* PowerPoint
* HTML
* CSS
* JavaScript
* Photoshop
* Figma

# Fuctions

|  |  |
| --- | --- |
| Functions | Designation |
| gotoxy(); | Choose the coordinates  where to draw elements or text. |
| colorSelection(); | Changes the color of the text. |
| mainMenu(); | Prints the main menu of the game. |
| game(); | This is the introduction to the game. |
| jungle(); | Here is the jungle section of the game. |
| cave(); | Here is the cave section of the game. |

Diagram

Description automatically generated