

# Journey by Eagles

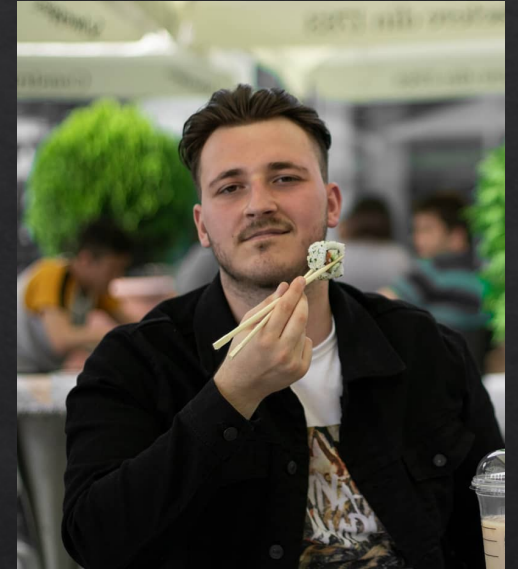
Dorobanțu Petruț

Cojocaru Dan

Ciobanu Laura

Szilard Ivacsony

# Team Members




# Tehnologies and Tools






# About project

Collect attendance (  ) to get 1 point

Collect mentor (  ) to get 10 points

Collect virus (  ) lose 1 heart

Movement:

“a” to 

“d” to 

Jump on “Space”

# Timeline

Monday: We have received the teams' format and instructions for the project. We started the lessons on code.org.

Tuesday: We continued the lessons on code.org and had a meeting to share ideas on what we would like to implement. We also started working on the game.





# Timeline

Wednesday: We finished the lessons on code.org and continued working on the game.

Thursday: Added some finishing touches and created the presentation.



# What we learned/Challenges we faced

- ◆ During the project, we learned the basic principles of JavaScript and got accommodated to the tools used. We had the opportunity to work in a team and practice our communication and social skills.
- ◆ The challenges we faced during this project were organizing our ideas into clear tasks and defining a structure.





# Demo

