This is a documentation file for our project

**Our project consists of the following components**:

1. Home page :Which contains a form to receive the name from the user and you can also choose the level of difficulty in the same form, home page includes the process of matching local storage data with the data the user inserts into the form if the user has a previous registration by the same name and it's also included the process of setting new data into the local storage if the name has no previous records, the home page is also responsible for converting the user to the playing page so it must be operated first and the user must enter the data and choose the level of difficulty so that he can play
2. Game page: this page is where the user can play the game, it begins with a welcome message appears in popups that created by a dialog library which contains the username and the user's last score at the last time he played, and at the bottom of this message there is a start button the user must click on it to start playing, the game page also has navigation which contains the username and the game timer and the current score, at the end of the game there is a congratulatory message appears to the user if he won and if he didn’t, the "game over" message appears to him with options of replay the game again or exit the game page

* **About the code and our Programming method** :

We fully relied on the oop programming for the project we created a class for each part of the game (Gun, Bullet, blocks"boxes") and we created a class for the game itself, the game class included the other game parts as properties by constructs an object from each class we have, so we could control every single part of the game by game class just by creating an object from it.

about bullets, we just create one object from the bullet class and reuse this object every time the user shoots a bullet by using a setter member method, in this way, we just create one bullet object and reuse it instead of creating one every time the user presses the space key we think it would be better for memory management and making the game more challenging because he can't throw more than one bullet at the same time but on the other hand, we add our way of throwing any number of bullets at the same time as a comment at the end of the functions js file..